

# Chatur Chaal























## About phad

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The folk art form known as Phad Paintings originated in Rajasthan, India. These paintings were and are a part of a complex ritualistic song and dance show performed by traveling folk balladeers who act out folk epics from village to village. The paintings provide the backdrop against which the songs, dances and narrations are used to create an evening of magic and entertainment usually in the center of the village.

Each painting depicts a different episode and they are opened or unrolled only after sundown, in conjunction with an all night performance. This is possibly why these paintings are called Phad which means folds in local dialect.

Phad paintings, which are created on fabrics or walls, most popularly depict the tale of the regional hero-gods Pabuji and Devnarayanji. A series of these paintings represent a folk epic narrative through a very specific style of representation filled with figures and pictorial incidents.



#### On Chatur Chaal

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"Pabuji Ki Phad" a tale woven into Rajasthani folk art called Phad, tells of Pabuji, a noble Rajput hero, who is worshiped as a folk-deity in the 14th century. Pabuji was born in Kulu, to a Rajput king Dhadal who had two sons Pabu and Buro and two daughters Pema and Sona. In the legend of Pabuji, he's known for protecting cows, which are considered sacred in the Hindu religion.

His first fight was with Jindrav Khichi in a hunting dispute. Jindrav's father Saragde Khinchi and his army is killed in the battle by Dhebo, one of Pabuji's companions. To avoid more bloodshed and settle things quietly with Jindrav Khinchi, Pabuji marries his step sister Pema to Jindrav Khinchi.

But Jindrav was being very hostile and had his heart set on the Charan lady Deval's cattle, and a fine black mare named Kesar Kalami, who was Pabuji's mother. To protect Deval, Pabuji wins the mare Kesar from Deval and promises to protect her.



On Pabuji's wedding day, he is informed that Jindrav Khichi stole Deval's cattle. As he had promised his protection to Deval, he rushes to rescue her and her cattle. In the fight against Jindrav Khichi, Pabuji's companions kill all of Khichi's army but spare Khichi on Pabuji's order as he did not want Pema to become a widow. After sparing Khichi's life, a palanquin comes from heaven and takes Kesar Kalami and Pabuji to heaven. Jindrav survives and Pabuji is forever known as the protector of cattle. In the game we try to reminisce about the scenes from the great battle between Pabuji and Kinchi and their battle over Deval's beloved bovines.



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## Prepare to Battle!

- 1. The board is your Battle ground. Prepare to Battle!
- 2. Each player gets 12 soldiers to fight for their beloved bovines.
- 3. Ready, set, pick your side! Are you Team Pabuji, hero of the Rajputs, defender of cattle and champion of righteousness? Or are you Team Kinchi, a cunning rival, ruthless in your pursuit of cattle? Choose your player, and let the battle for supremacy (and livestock) begin!

























- 4. Pabuji initiates the battle.
- 5. There can only be one pawn occupying a block at a time.
- 6. Move your pawns vertically (towards the center) or horizontally (along the circle), outsmarting your opponent in pursuit of sweet bovine victory. The first move of all your pawns will be towards the center.

























- 7. Your pawns may be agile, but they're not acrobats! Keep them on the ground, meaning no hopping over pawns in a move.
- 8. Your opponent's Home Base is off-limits.























- 9. Central Circle: Out of Bounds. The Central Circle is out of bounds for pawns.
- 10. Your Home Circle is your pawn's impenetrable fortress, where they can safely stay. Here you can keep your pawns in the safety of their own circle, move within it and still include them in sandwiching your targets! But beware, once you leave your home for battle, return is impossible.

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#### **How To Score?**

1. To capture your opponent's pawn, your pawns must perform the ultimate squeeze, sandwiching their pawn between yours! Vertical or circular, it's all about trapping them.

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2. Your pawns aren't just good for pinching your opponent's pawns, they're also your ticket to extra moves! For every pawn you capture, you earn yourself a bonus move.





3. Bagging two pawns in your sandwich attack earns you a cow, the ultimate prize in this game!

























4. Oh, the joys (or curses) of landing on a colored block! Pick up a Chance Card, and follow the directions for some unpredictable excitement! But remember, chance cards can't save you from your opponent sandwiching you. So, you might want to keep your guard up, just in case.

























- 5. Line up three cows in a row on the tic-tac-toe board, and you'll be the proud winner of this epic battle!
- 6. Tic-Tac-Toe leads to a tie? No worries, it's time for the Battle for Cattle to rage on! Pawns back on the board, battle axes at the ready, whoever makes the first kill wins the game!



























