



AGES
8+

KHO - KHO

THE TRADITIONAL TAG GAME OF INDIA

Contents: • 1 Gameboard • 1 Spinner board • 1 Arrow • 1 Base • 9 Red pawns • 9 Yellow pawns

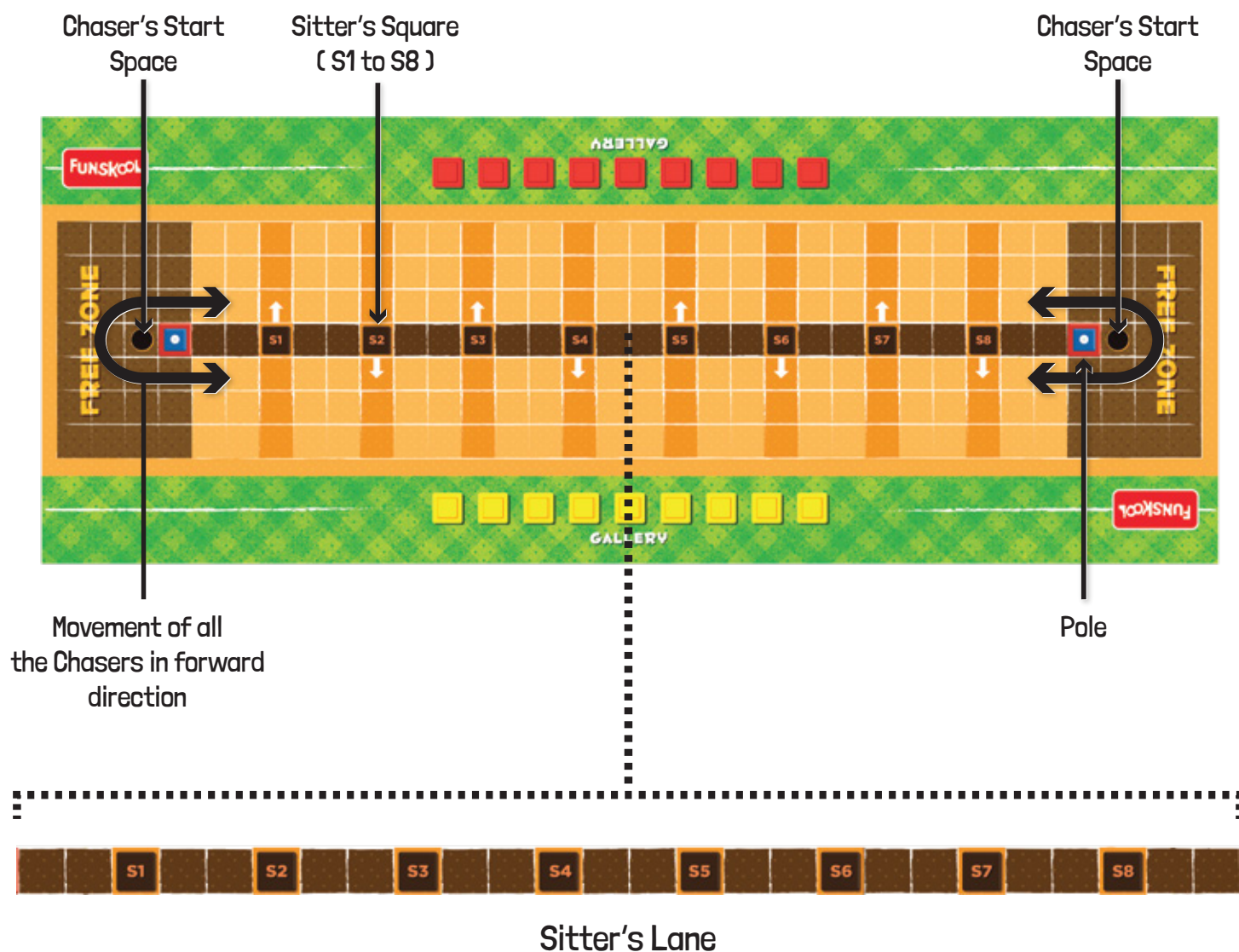
Who Starts the Game :

The players must form two teams (preferably in equal numbers). Each team chooses one person as their Captain. The Captains toss a coin (not provided) to decide which team becomes the RUNNER and which team becomes the CHASER. Accordingly, each team chooses 9 pawns of one colour (either yellow or red).

In case there are only two players in the game, the players decide amongst themselves who will be the Runner and the Chaser.

Objective :

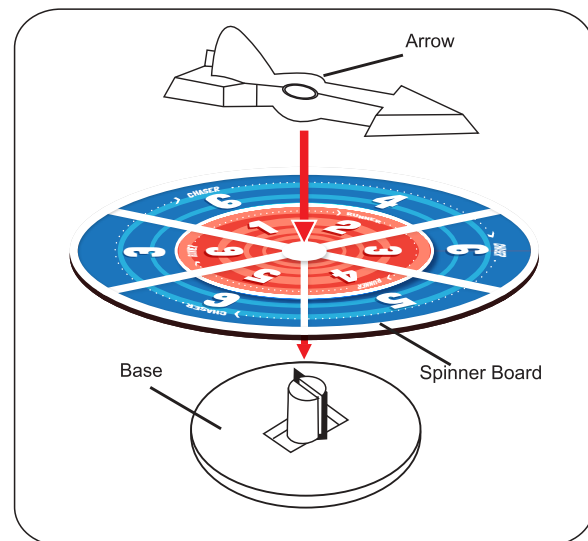
The game is played in two innings. An inning will consist of two turns, one chasing and one running. The aim of the Chaser team is to eliminate as many Runners as possible during the defined time period. The aim of the Runner's team is to remain on the game board for as long as possible without getting their players eliminated by the Chaser's team during the defined time period.



Game Setup:

Assembling the Spinner:

Place the spinner board between the arrow and the base in such a way that the base passes through the hole punched in the spinner board. Now press down the arrow so that it firmly locks down on the base. On the spinner, there are two concentric circles. The inner circle is the spinner meant for the Runner and the outer circle is the spinner meant for the Chaser.



Chasers:

The Chaser team/player places 8 pawns in the spaces marked S1 to S8 (known as Sitter's square) with alternate pawns facing in opposite directions. The pawn's face should be in the direction of the arrow. These pawns are called the Sitters of the Chaser team. The team/player then places the 9th pawn on either of the sides of the Start Spaces behind the pole, which are located at both ends of the fields in the Free zone. This 9th pawn starts the game for the Chaser team by becoming the first Attacker (the Chaser who pursues the Runners of the opponent side is known as the Attacker).

The Chaser team/player starts the game by spinning the arrow and moving their first Attacker (9th pawn) from the Start Space, as many spaces on the game board as the pointer indicates in the outer circle on the spinner. The Chaser team/player and the Runner team/player then take turns spinning the arrow.

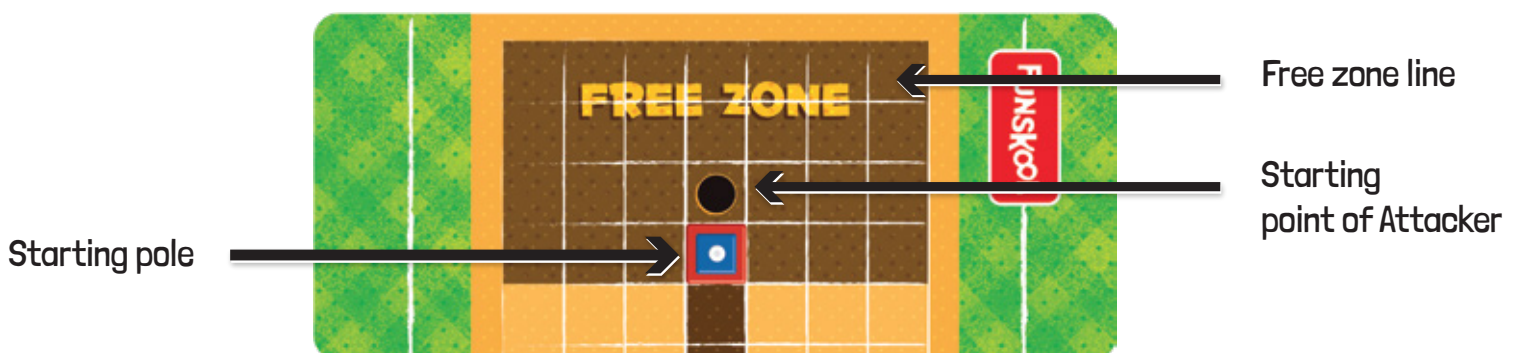
Runners:

The 9 players of the Runner team are divided into 3 batches. Each batch will have 3 Runners. The captain of the Runner team will decide where to place the first batch of the 3 Runners on the game board. Once the first batch of Runners get eliminated, the second batch of the 3 Runners will be placed on the game board and so on for the third batch.

NOTE: When any of the Runner pawns is eliminated, it has to be kept aside outside the game board. Meanwhile, the Runners which survive the attack from the chasing team have to be kept back in the gallery for determining the final count when determining the winner.

Free zone:

The Free zone is a space on either side of the poles where both the Runners and the Chasers are free to move in any direction.



Moves of the Attacker of the Chaser Team:

The objective of the Attacker of the Chaser team is to catch the Runners on the game board.

The Attacker pawn can move between 3 to 6 spaces (depending upon the value spun on the outer circle on the spinner), only in the **forward** direction.

The Attacker pawn of the Chaser team can only move either horizontally or vertically (diagonal moves and reverse moves are not allowed).

For e.g. If the arrow is spun and the number is 3, the Attacker pawns can do the following

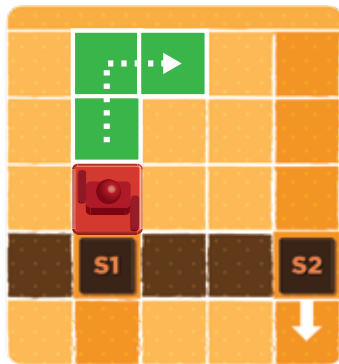


Fig 1.a

(Or)

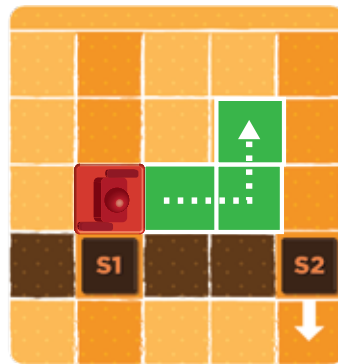


Fig 1.b

a) Move 2 spaces, horizontally or vertically, change direction and then move forward 1 more space in a horizontal or vertical movement. (See Fig 1.a and 1.b)

b) Move 1 space horizontally or vertically, change direction and move forward 2 more spaces again in a horizontal or vertical movement. (See Fig 2.a and 2.b)

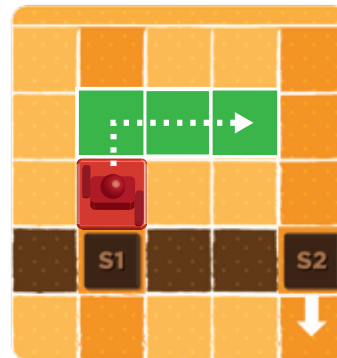


Fig 2.a

(Or)

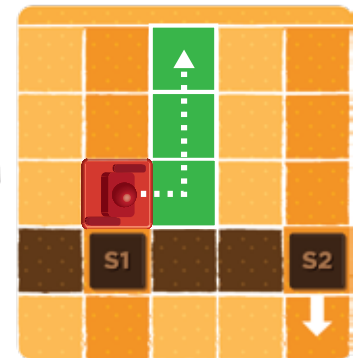


Fig 2.b



Fig 3.a

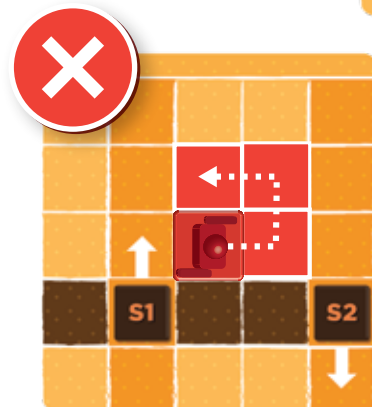


Fig 3.b

The Attacker pawn cannot move either 1, 2 or 3 spaces diagonally, nor can it move forward 2 spaces and then come back one space in the reverse direction. (See Fig 3.a and 3.b)

What is a KHO? Moves from the CROSS Lane:

If a Runner crosses the Sitter's lane and moves on to the other side, the Chaser has to move to any other Sitter's square only from behind and tap the existing Sitter (who is facing the opposite direction) by uttering the word "KHO". The existing Sitter then becomes the new Attacker, who can move 3 to 6 spaces (depending on the spinner value) in its next move. The new Attacker can chart its track in either left or right direction based on the strategy to continue to catch the Runners.

If a Chaser spins the arrow and gets the number "6", and it has to move to the other side of the Sitter's lane, it has to tap the Sitter on any of the Sitter's squares S1 to S8, so that new Sitter chases the Runner. In this case, it can happen that the existing Attacker taps the Sitter by moving 4 spaces only to land on the Sitter's square. Then the Sitter (new Attacker) can utilize the balance 2 spaces to chase the Runner on the other side. (Here the Sitter's square is counted as a space.)

For example, after a tap, if the Sitter gets 6 on the spinner, it can move 3 spaces straight and then opt to use the balance 3 spaces by moving either left or right (See Fig 4).

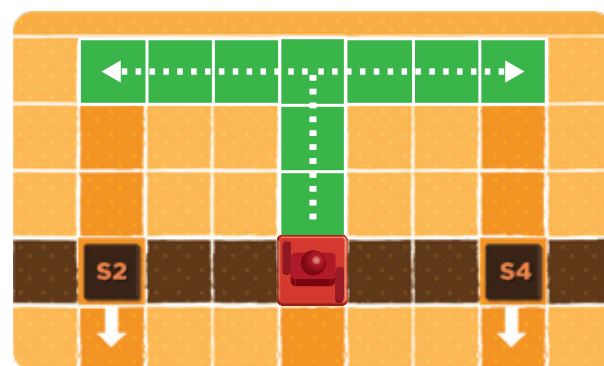


Fig 4

Note: A Runner is considered to be dismissed if the Attacker lands on the space occupied by the Runner.

Other Rules:

1. The Attacker has to compulsorily move either to the left or to the right. It can change the course of direction when moving ahead only by giving KHO to the Sitter or by reaching the pole in the Free zone.
2. The Attacker cannot move back at any point of time during the game.
3. The Attacker cannot cross the Sitter's lane in any direction, unless it gives a Kho.

Moves of the Runner:

The Runner gets to move 1 to 6 spaces (depending upon the number spun on the inner circle on the spinner) in a straight line in any direction.

Other Rules:

1. No two Runner or Attacker pawns can occupy the same space on the game board.
2. In a Runner's turn, the team/player can choose to move only one Runner at a time as per the number spun on the spinner.
3. The Runner should not land up on the sitting lane and that step should not be counted. Otherwise the Runner will always survive.



Fig 5.a

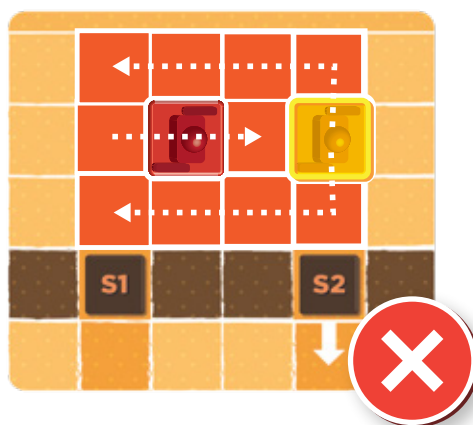


Fig 5.b



Fig 5.c

Confrontation:

A confrontation is when a Runner and a Chaser meet in adjacent spaces facing each other. No Runner can cross over the Chaser and overtake it during the move while in confrontation, but can change the direction to avoid confrontation with the Chaser. (See Fig 5.a, 5.b, 5.c)

Winner:

The winner will be decided by the number of Runners surviving the attack in each inning. The team/player with more survivors is the winner.