



WARNING: NOT FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS. READ THE INSTRUCTIONS CAREFULLY BEFORE USE. COLOURS AND CONTENTS MAY VARY FROM ILLUSTRATIONS
AGE GROUP: 8 YEARS & ABOVE

CONTENTS



100 QUESTION ANSWER CARDS



25 PICTURE CARDS



30 TOUR TICKETS



GAME BOARD



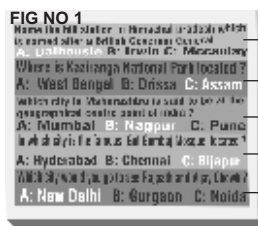
TOY CROWN AND TROPHY



PAWNS AND DICE

OBJECTIVE: TO MAKE THE KIDS EXPLORE THE RICH AND DIVERSE CULTURAL HERITAGE OF OUR COUNTRY AND MAKE THEM AWARE ABOUT FAMOUS TOURIST DESTINATIONS, THEIR FAMOUS MONUMENTS, SHRINES E.T.C IN A PLAYWAY METHOD. WE REQUEST THE PARENTS TO GET INVOLVED WHILE PLAYING AS IT WOULD MAKE THE KIDS COPE UP FASTER AND BESIDES IT WOULD BE GREAT FUN FOR BOTH OF THEM.

BEFORE STARTING THE GAME, LET US UNDERSTAND THE ZONES. WE HAVE DIVIDED THE QUESTION ANSWER CARD IN 5 BANDS. BLUE BAND REPRESENTS NORTH INDIAN STATES, LIGHT VIOLET BAND REPRESENTS THE EASTERN INDIAN STATES, ORANGE BAND REPRESENTS THE WESTERN INDIAN STATES, GREEN BAND CONTAINS QUESTIONS ON SOUTHERN INDIAN STATES AND RED BAND HAS QUESTIONS RELATED TO CENTRAL INDIAN STATES AND UNION TERRITORIES. SIMILARLY IN PICTURE CARDS AND GAME BOARD N1-N5 IS FOR NORTH, E1 TO E5 IS FOR EAST, W1 TO W5 IS FOR WEST, S1 TO S5 IS FOR SOUTH AND C1 TO C5 IS FOR CENTRAL INDIA AND UNION TERRITORIES



- BLUE COLOURED BAND - NORTH ZONE - QUESTIONS TO BE ASKED FROM THIS BAND FOR DICE VALUE 1
- LIGHT VIOLET COLOURED BAND - EAST ZONE - QUESTIONS TO BE ASKED FROM THIS BAND FOR DICE VALUE 2
- ORANGE COLOURED BAND - WEST ZONE - QUESTIONS TO BE ASKED FROM THIS BAND FOR DICE VALUE 3
- GREEN COLOURED BAND - SOUTH ZONE - QUESTIONS TO BE ASKED FROM THIS BAND FOR DICE VALUE 4
- RED COLOURED BAND - CENTRAL ZONE AND UNION TERRITORIES ZONE - QUESTIONS TO BE ASKED FROM THIS BAND FOR DICE VALUE 5

START: EACH PLAYER IS REPRESENTED BY A PAWN OF DIFFERENT COLOUR. ONE OF THE PLAYER ACTS AS A QUIZ MASTER . HIS DECISION WOULD BE FINAL. HE SHOULD BE IMPARTIAL TO ALL PLAYERS.



FIG NO 2

LINE UP BEFORE THE START POINT. EACH PLAYER PLAYS TURN BY TURN. YOU CAN START ONLY AFTER YOU GET A “ 6” ON THE DICE. NOW DEPENDING UPON THE VALUE SHOWN BY DICE , THE PLAYER HAS TO ANSWER QUESTION FROM THAT PARTICULAR ZONE.REFER TO FIGURE NO 1. IF THE PLAYER GETS A 6 ON THE DICE, HE IS FREE TO CHOOSE THE ZONE FROM WHICH HE WOULD WANT TO ANSWER THE QUESTION.

IF YOU WANT TO MAKE THE GAME MORE CHALLENGING, YOU CAN ASK THE QUIZ MASTER NOT TO SPELL OUT THE OPTIONS INITIALLY. IF THE PLAYER DOES NOT KNOW THE ANSWER, ONLY THEN WOULD THE QUIZ MASTER PRESENT THE OPTIONS.

UPON GIVING THE RIGHT ANSWER, THE PLAYER ADVANCES TO THE NEXT POSITION AS SHOWN IN THE FIG NO 3. HIS TURN CONTINUES TILL HE KEEPS ON GIVING RIGHT ANSWERS. IF THE ANSWER IS WRONG, IT WOULD BE THE TURN OF THE NEXT PLAYER.



FIG NO 3

AFTER MOVING 5 STEPS IN THE Q&A ROUND, A PLAYER ENTERS THE PICTURE PUZZLE ROUND

PICTURE PUZZLE ROUND CONSISTS OF 5 PICTURE CARDS OF EACH ZONE, WHICH MEANS A TOTAL OF 25 CARDS. AS MENTIONED ABOVE N1- N5 IS FOR NORTH, E1 TO E5 FOR EAST ,W1 TO W5 FOR WEST S1 TO S5 FOR SOUTH C1 TO C5 FOR CENTRAL INDIA AND UNION TERRITORIES. THE PICTURE PUZZLE CARDS HAVE MARKINGS N1, N2, E1 , E2 ... E.T.C

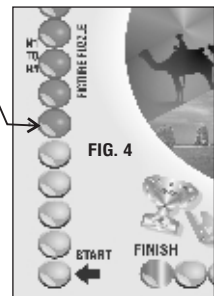
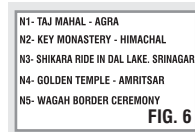


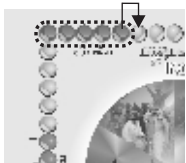
FIG. 4

WHILE PLAYING A PICTURE PUZZLE ROUND , OTHER PLAYERS WOULD EITHER CLOSE THEIR EYES OR TURN THEIR BACK. ONLY THE PLAYER WHOSE TURN IS ACTIVE AT THAT TIME IS ENTITLED TO SEE THE CARDS. THE QUIZ MASTER SHOWS THE 5 CARDS TO THE PLAYER. THE ANSWER CARD FOR PICTURE PUZZLES WOULD REMAIN WITH THE QUIZ MASTER.

THE QUIZ MASTER WOULD SPEAK OUT THE DETAILS IN JUMBLED FASHION AND ASK THE PLAYER TO SHOW HIM THE CORRECT CARD FOR THAT. FOR EXAMPLE, IF THE QUIZ MASTER SPEAKS OUT “POINT TAJ MAHAL” THE PLAYER SHOULD POINT OUT THE CARD WHICH HAS PICTURE OF TAJ MAHAL. OR SAY , IF THE QUIZ MASTER ASKS “SHOW ME RAAS GARBA FOLK DANCE FROM GUJARAT”, THAT PARTICULAR CARD SHOULD BE POINTED OUT BY THE PLAYER.

THE CODES SHOWN IN ANSWER CARDS N1, N2 E.T.C ARE FOR REFERENCE OF QUIZ MASTER. THEY SHOULD NOT BE SPOKEN OUT.

IF THE PLAYER IDENTIFIES AT LEAST 4 OUT OF 5 PICTURES, HE CLEARS THAT ROUND AND MOVES AHEAD FOR NEXT Q&A ROUNDS. HE ALSO WINS A TOUR TICKET FOR THAT ZONE. BUT, IF HE DOESN'T COMPLETE THAT ROUND, HE HAS TO GO BACK 5 STEPS AND ANSWER CORRECTLY 5 QUESTIONS TO AGAIN ATTEMPT THAT PARTICULAR PICTURE PUZZLE ROUND.



UPON COMPLETION OF PICTURE PUZZLE ROUND COLLECT THE TOUR TICKET AND MOVE AHEAD FOR FURTHER Q& A ROUND



IF PICTURE PUZZLE ROUND IS NOT COMPLETED SUCCESSFULLY GO BACK 5 STEPS TO START Q&A ROUND AGAIN



COLLECT ALL THE 5 TOUR TICKETS AND ANSWER THE LAST 5 QUESTIONS TO REACH THE FINISH POINT .THE PLAYER TO DO SO 1ST, WOULD GET THE GOLDEN CROWN AND THE 2ND PLAYER TO FINISH WOULD BE AWARDED SILVER TROPHY



PLEASE PLAY THE GAME SPORTINGLY. WE REQUEST YOU TO SEND YOUR FEEDBACK ON THIS PRODUCT AT :happykidz21@gmail.com