

Panakizhi (Beta Rules)

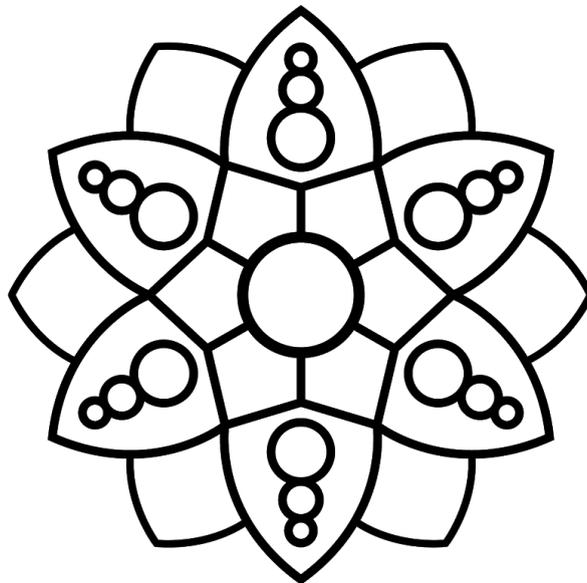
In the 14th century Indian scholars would assemble annually for the Revanthi Pattathanam in Kerala. During the seven day event, each scholar would be awarded a money bag (a panakizhi) by the Zamorin of Calicut. The games within this bag are inspired by the pursuit of knowledge that these ancient scholars strived for.

Contents

1 Rulebook

1 Portable bag (with a 5x5 board on back)

24 Wooden pieces (6 crowns and 18 pawns)



panakizhi

A collection of 2 player strategy games for ages 14+ that last 5-10 minutes each.

Vancana

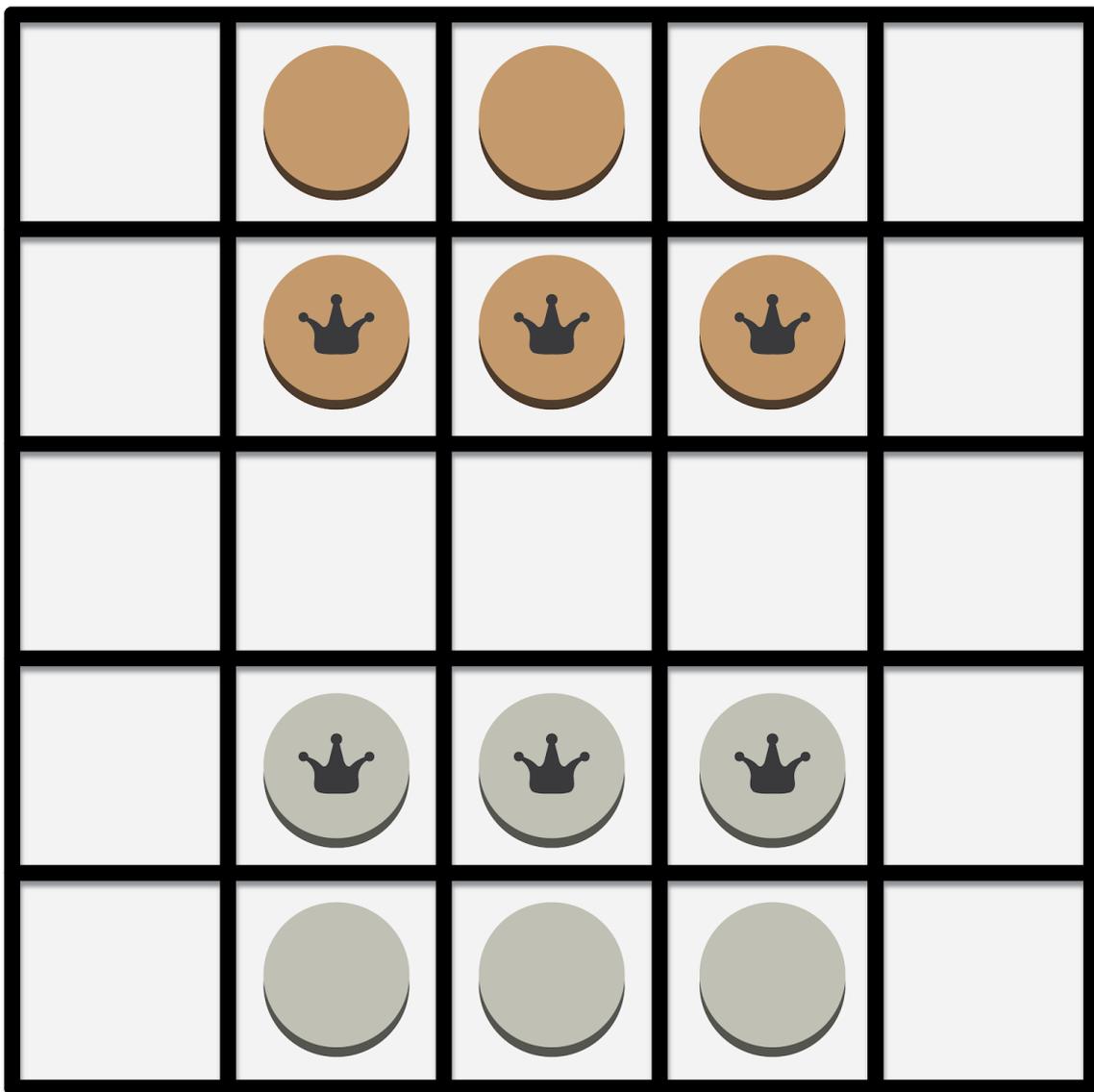
A game of changing minds.

Objective

Be the first player to traverse 3 tokens to the other side of the board, or
Be the only player with pieces of your chosen colour left on the board.

Setup

Have each player choose a colour and collect 6 pieces (3 crowns and 3 pawns). Place those pieces on the board as shown.



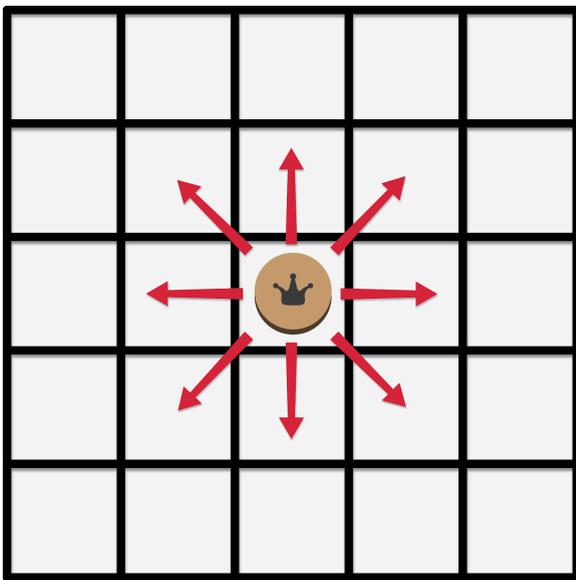
Gameplay

The starting player is the last player to change their mind about a controversial issue.
The first player takes their turn by using a piece, with their colour showing, to either move or jump.
The second player then takes their turn by using a piece, with their colour showing, to either move or jump.
Continue alternating turns until a player has achieved an objective.

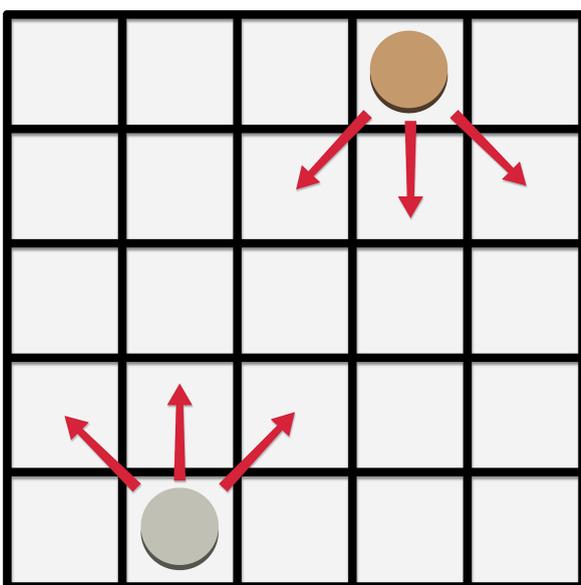
On your turn, you must jump an opponent's piece if possible, otherwise you must move a piece of your colour.

Moving

When moving, crowns can go to any empty adjacent space.



Pawns can only move to an adjacent space towards your opponent's side of the board.



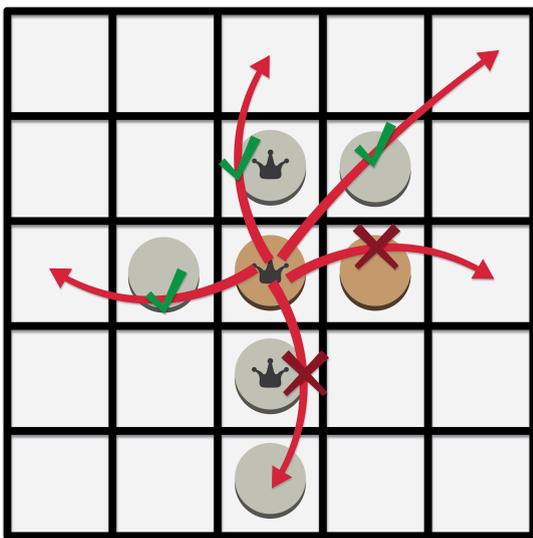
Jumping

On your turn, you MUST use a piece of your colour to jump an adjacent opponent's piece if possible. If multiple pieces could be jumped, or be used to jump, you may decide which to do. If you can't jump you are free to move a piece as normal.

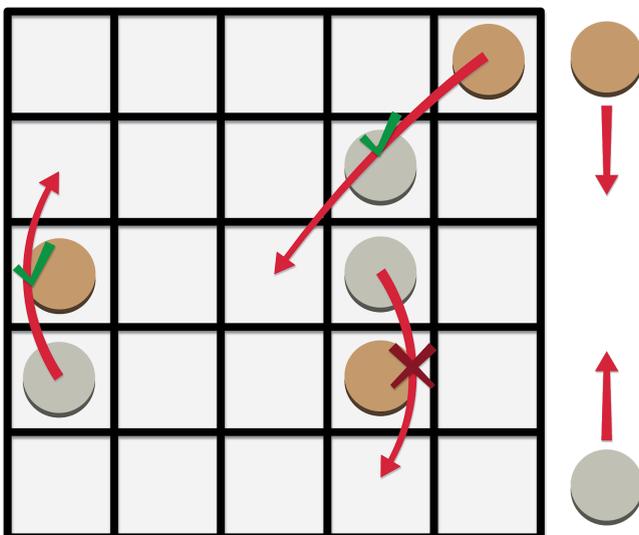
To jump, a piece of your colour leaps over a piece of the opponent's colour, landing on the empty space on the opposite side. If the opposite space is occupied, you cannot jump that piece. When a piece is jumped over, it flips to your colour.

Only one piece can be jumped per turn.

When jumping, crowns can leap in any direction.

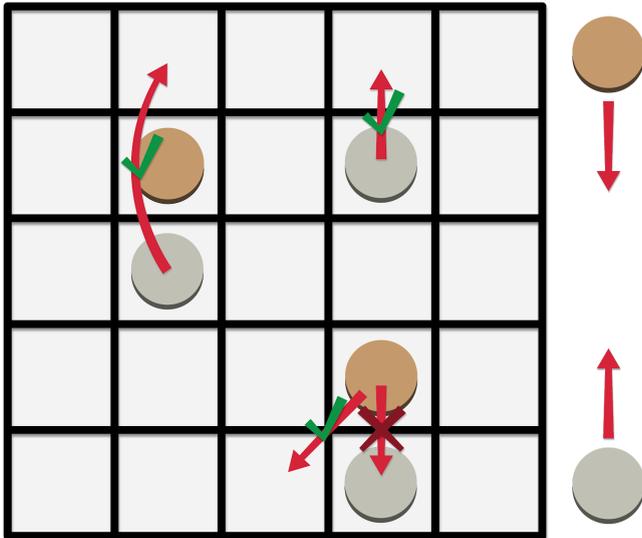


Pawns can only jump if they end up in a space closer to the opponent's side of the board from where they started.



Scoring

To score, move or jump a piece of your colour into any of the five spaces closest to your opponent. You then remove that piece and score a point. Keep the piece behind your side of the board to remind you of the score. When you have 3 pieces off the board you win the game.



Breaking the Loop

Sometimes in Vancana a move (or series of moves) will result in the board returning to the same state as it was a turn, or even several turns before. When this occurs, the player, whose turn it currently is, can choose to ignore the mandatory jumping rule and move instead.

Srrakk

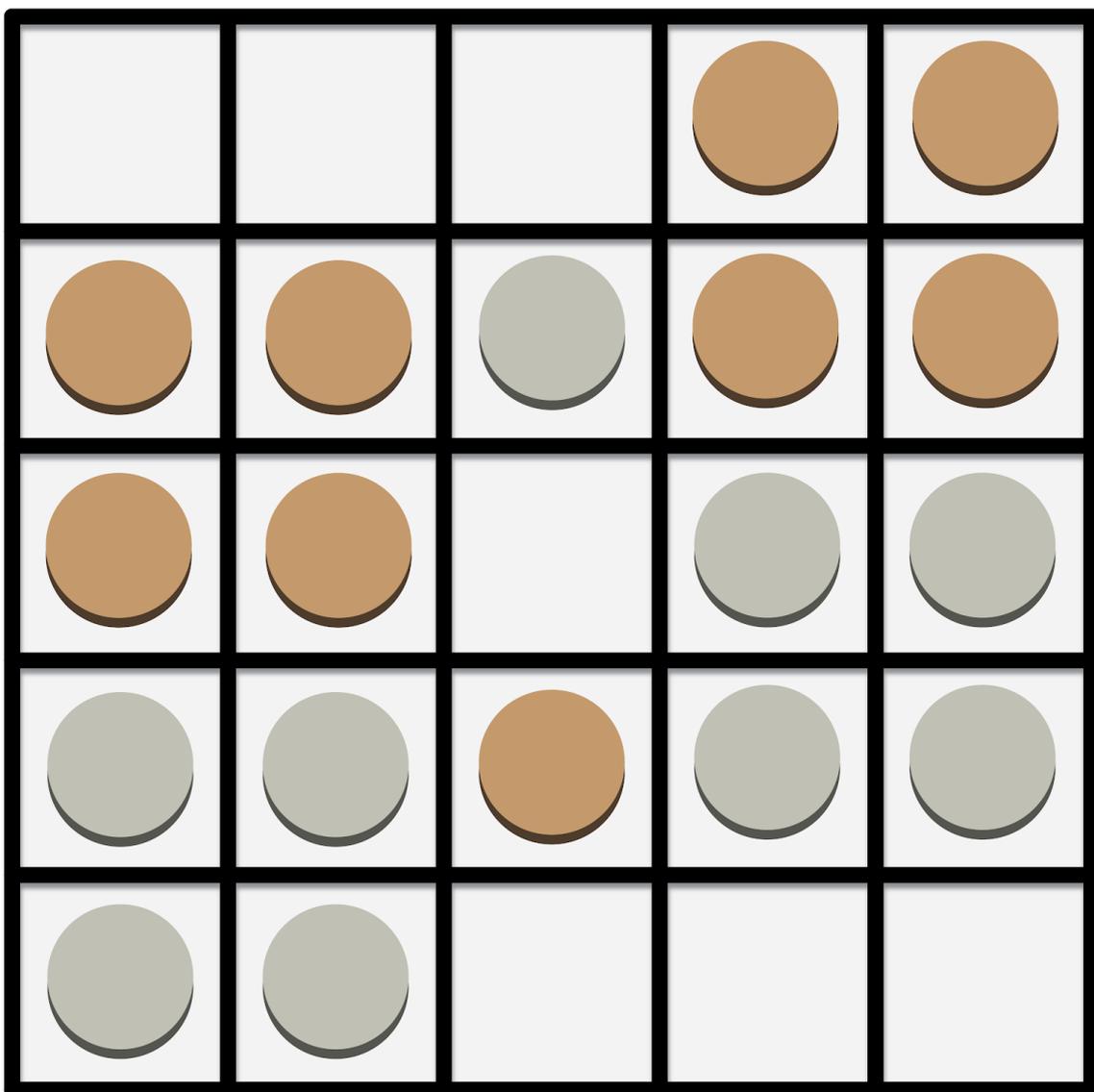
A game of collecting knowledge.

Objective

Be the first player to stack 4 pieces, with your colour on top.

Setup

Have each player choose a colour and collect 9 pieces (9 pawns). Place those pieces on the board as shown.



Gameplay

The starting player is the last person to buy or borrow a book.

The first player takes their turn by using a stack they control to either move, jump or shed. The second player then takes their turn by using a stack they control to either move, jump or shed. Continue alternating turns until a player has achieved the objective.

Stacks

Stacks are any number of pieces that are occupying the same space on the board. They are placed one on top of another, forming a tower. Stacks are controlled by the player whose colour is showing on top of the stack.

Stacks can be 1-4 pieces tall. They can never be higher. When a stack contains 4 pieces, the player with their colour showing on top is the winner.

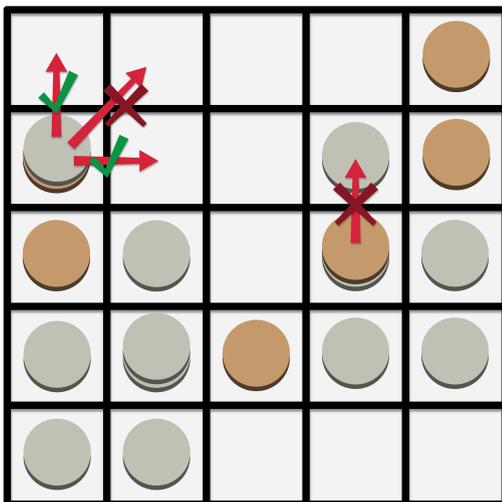
You are not allowed to check the order of pieces in a stack.



Moving

On your turn, you can move a stack you control.

When moving, a stack can go to any empty, vertically or horizontally adjacent (not diagonally), space.



Jumping

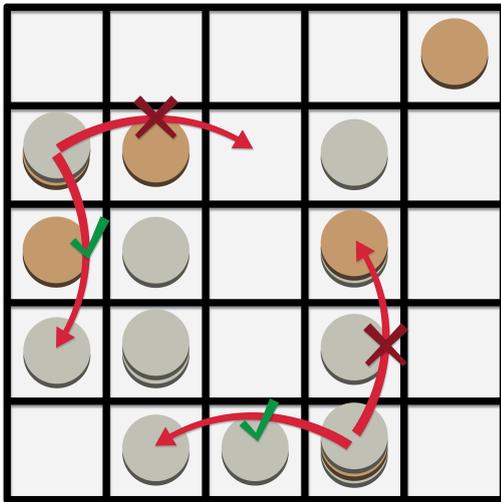
On your turn, you may use a stack you control to jump a vertically or horizontally adjacent stack (of either colour).

To jump, a stack you control leaps over an adjacent stack, landing on the occupied space on the opposite side, adding to that stack. If the opposite space is empty, you cannot jump that piece.

The stack being landed on must contain the same number (or less) of pieces as the stack landing on it. You cannot jump if the resulting stack would contain 5 or more pieces.

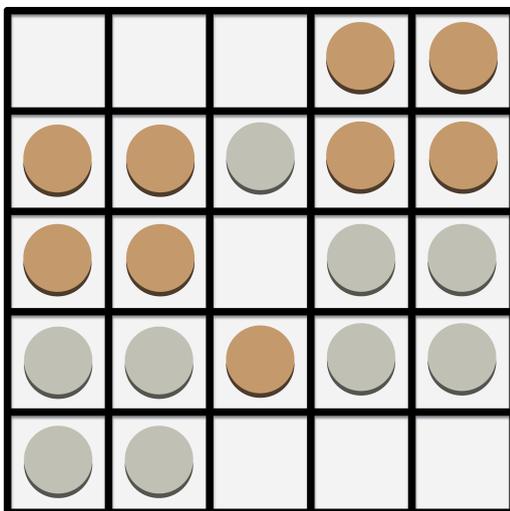
When a stack is jumped over, the top piece of the jumped stack is flipped to the opposite colour.

Only one stack can be jumped per turn.



Shedding

To shed, take the top piece of a stack you control and place it into a vertically or horizontally adjacent empty space. If you still control the stack you may use it to shed again in the same turn into a diagonally adjacent empty space that is also adjacent to the first shed piece..



Talluka

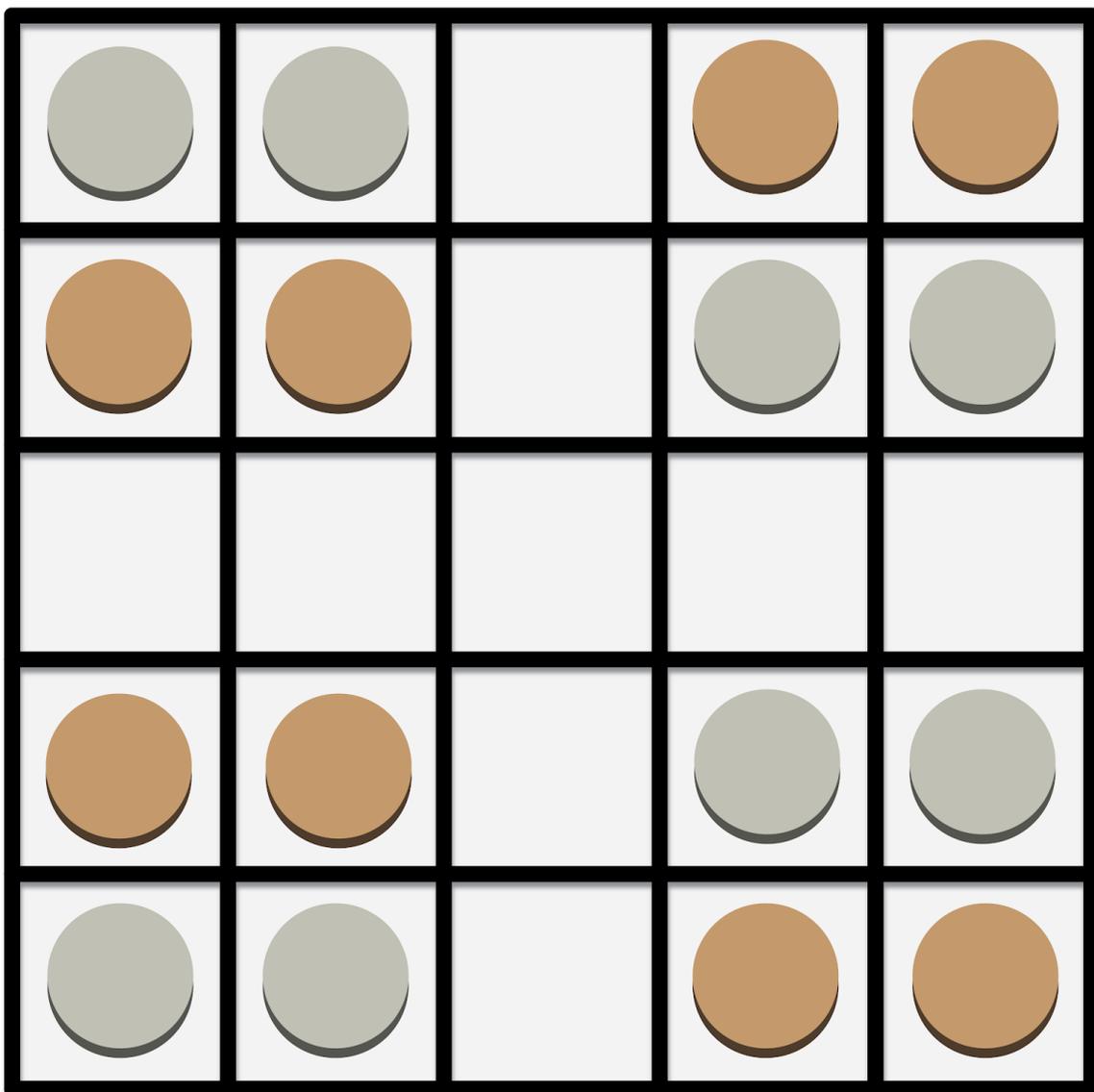
A game of pushing forth.

Objective

Be the first player to line up 4 pieces in an unbroken line vertically or horizontally (not diagonally).

Setup

Have each player choose a colour and collect 8 pieces (8 pawns). Place those pieces on the board as shown.



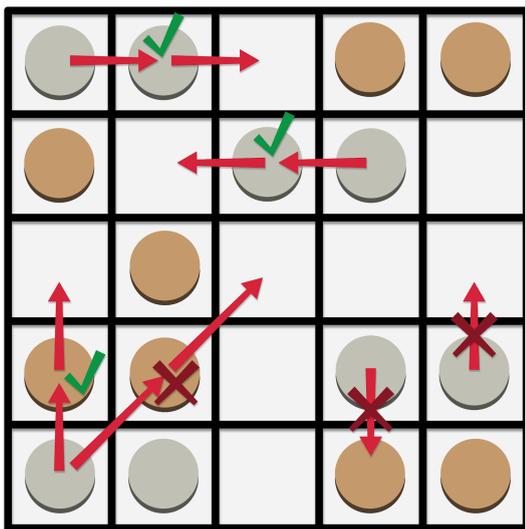
Gameplay

Randomly determine who will take the first turn (eg. person that last pushed in a line). The first player takes their turn by pushing a group of pieces one space. The second player then takes their turn by pushing a group of pieces one space. Continue alternating turns until a player has achieved the objective.

Pushing

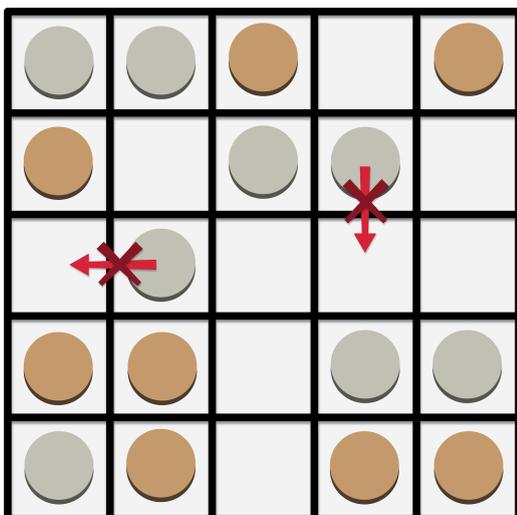
You cannot push pieces off the board.

To push, choose a row or column where a piece of your colour is closest to the edge that is being pushed from. Then push that closest piece along the row or column one space. If it bumps into another piece, that piece is also pushed along one space.



When a piece enters an empty space, your turn is over.

A single piece cannot be pushed by itself, it must bump into at least one other piece for the move to be legal.



Forced Moves and Ties

It is possible to manipulate the board so that the only move your opponent can make will cause you to win the game. If this ever happens, your opponent must still make that move, despite it causing them to lose.

If you ever make a move which causes both you and your opponent to get 4 pieces in a row simultaneously, your opponent wins the game and you lose.