

Shara Vyoocha - The Flashing Arrows

Bhavyata Foundation aims to ignite & promote India's dying arts & crafts. We forge a bridge between these talented rural artisans and the urban market. We support handloom & handicraft artisans across India, especially linking them to sustainable livelihoods and design innovation.



Explaining the Board

Shara Vyoocha game pattern is etched on the flagstones in the corridor of Sri Arkeshwar temple at Krishnaraja Nagar in Mysuru District of Karnataka. The game pattern looks like double arrow-heads confronting each other. It is a War game played by 2 players.

Benefits: It aids clear thinking, enhances competitive spirit & helps in honing one's mental mathematical ability.

Game Paraphernalia

- 1 game board, 2 sets of 6 pawns (total 12).

Game Setup

- Each player gets 6 pawns. They are placed only on intersections of lines (fig. 1). During a turn, only one pawn has to be placed.
- After placing both the armies the game board will look like fig. 2.

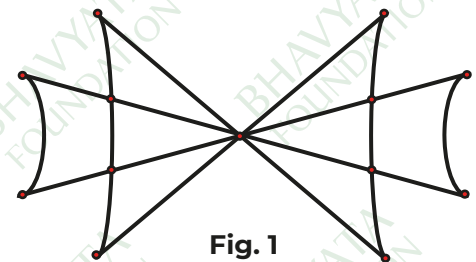


Fig. 1

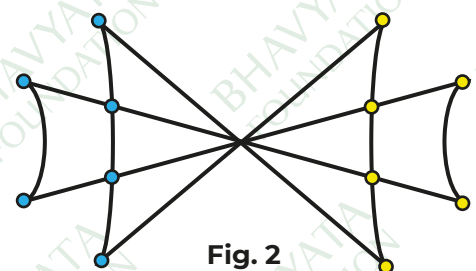


Fig. 2

How to Play

- During a turn, only one pawn can move to an adjacent point connected to its current point by line. It can move in any direction (fig. 3).
- If a point is not connected to its present point by a direct line, the pawn cannot move there (fig. 3).
- If a pawn comes in front of an opponent pawn with an empty point in the same line, then the pawn jumps over to the empty point and captures the opponent pawn. (fig. 4).

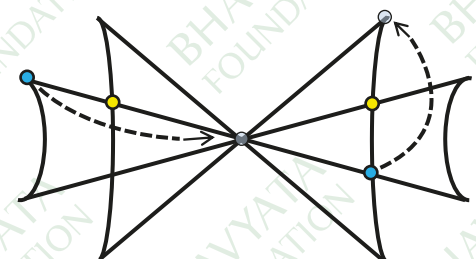
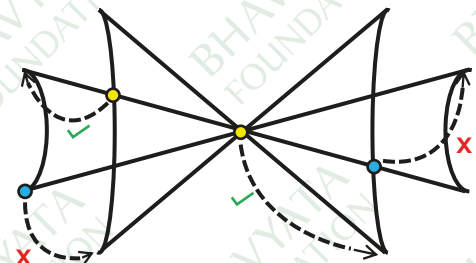


Fig. 4

- Pawn can jump over multiple opponents during its turn, provided it always lands on an empty point before jumping over the next opponent (fig. 5). There is no limit for a pawn to capture its opponent's pawn.

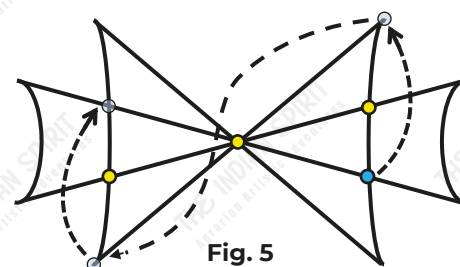


Fig. 5

- A pawn cannot jump over an opponent if there is no empty point behind the opponent, not even to capture an opponent (fig 6) & (fig 7).

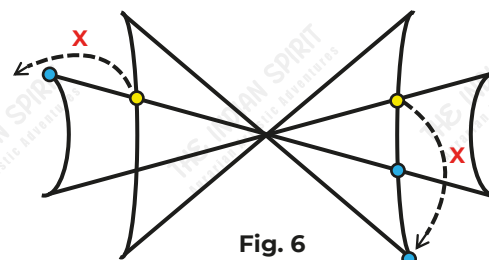


Fig. 6

- A pawn cannot change its direction while capturing (fig 8); however, after capturing, it can change its direction to capture another pawn (fig 5).

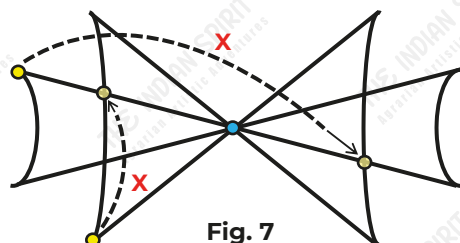


Fig. 7

- A captured pawn is permanently out of the game.

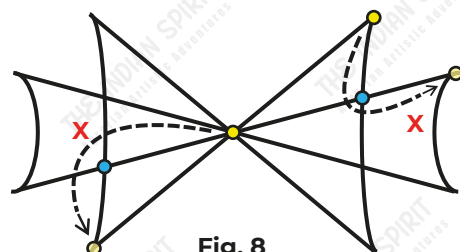
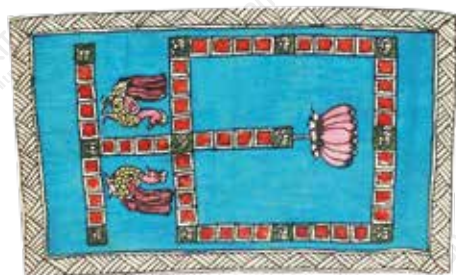


Fig. 8

Winner

- The player who captures all of the opponent's pawns is the winner.

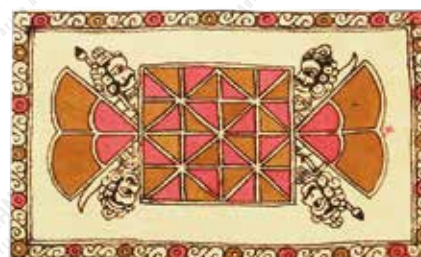
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