



'Dosh Gutti', literally is "Ten markers". This game is part of the genre of "hunt games" in India. This particular version is recreated with 9 markers instead of the traditional 10. It is still popular in rural Bengal. This format is interesting as the same "Grid" and these pieces can be used to play "Navakankari" or which is another game popular in Gujarat.

Objective:

Two players are pitched against each other, without the use of dice. A formal but simple grid defines the possible movement of the pieces of the two players. There are many versions of such grids (one of the simplest grids have been used for this re-creation) and many variations to the number of playing pieces (9 each, 12 each, 16 each, etc.). But all the games share a common principle; one "marker" can jump over another and remove it from the game board, and the first move is usually a "suicide".

Navakankari

1. Two players play this game. The board consists of a grid of 3 squares one inside the other, with lines connecting the 24 intersections on which pieces can be placed. The inner cross intersecting the innermost square must be ignored for playing this game.
2. Each player has 9 markers, called "kankar" or pebbles.
3. The players must try to form a "tigri", which is 3 of their pieces in one row connected by the line. To form a valid "tigri", the pieces can be either horizontally or vertically connected by lines.
4. The game begins when all pieces are off the board. Players decide who goes first either by agreement or by lot, such as toss of a coin. Thereafter the game is played in 3 phases:

### **Phase 1: Placing the men onto the board**

1. The players take turns placing one marker at a time onto the board, onto the empty dots.
2. During this phase each player tries to prevent the opponent from forming a "tigri". However, if a "tigri" was formed anyway, then the player who formed a "tigri" gets to remove one of the opponent's markers, of their choice, from the board.
3. Markers that are already a part of a "tigri" are considered safe and cannot be removed. If all of the opponent's markers form "tigri"s, then none of the opponent's pieces can be removed.
4. Players can form more than one "tigri" in a single move by strategically placing their pieces. If they form more than one "tigri", then they get to remove as many of the opponent's markers, as the number of "tigri"s that they formed.
5. The act of removing an opponent's piece after forming a "tigri" is called, "maarnaa" or "killing".

### **Phase 2: Moving the men on the board**

1. Once all of the markers have been placed onto the board, the players begin moving their pieces, in alternating moves, one dot at a time to try to form "tigri"s in the same fashion as in the first phase.

2. In the second phase markers can only move to an adjacent dot, and pieces cannot jump over each other or skip dots if more than one are available in a row.
3. A player is allowed to move a marker out of a “tigri” and then moving it back on the next move to form the “tigri” again. If this happens it is considered as if they formed a new “tigri” and they get to remove one of the opponent's pieces.

### **Optional Phase 3: Flying the men across the board**

1. When one of the players has been reduced down to 3 last markers, phase 2 ends and phase 3 begins.
2. In phase 3, the limitation of moving only to an adjacent dot is removed, and both players can move their pieces to any available dot, even if that requires skipping dots or jumping over other pieces. Such movement is called “flying”.
3. Phase 3 is optional and is considered a variation of the game to give an advantage to the losing opponent once they only have one piece left. If the players agree not to play phase 3 then they continue playing phase 2 until the end of the game. The game ends when one of the players is reduced to two pieces, and cannot any longer form a “tigri”, or if a player has no legal moves to make, making their opponent the winner in either situation.