

Playing Instructions / How to Play / Rules

1. Objective

You win the game by scoring more points than your opponent(s) over the **two rounds**. During a round, the Runners try to reach the **Finish Square** while the Chaser tries to tag them.

A Runner:

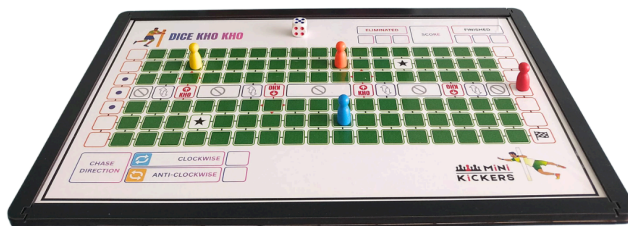
- **Reaches the Finish Square:** Successfully completes the run.
- **Is tagged by the Chaser:** Is eliminated.

The result of both rounds is used to determine the winner.

2. Game Setup

- The game is for **4 players**.
- One player is the **Chaser**.
- The other 3 players are **Runners**.
- Use the colored playing pieces to represent each player.
- Place each piece on its designated starting/base position.
- Place the dice beside the board.
- Identify the **Finish Square**.
- Identify the **Base** and all **designated switching squares** on the board.
- Decide which direction the Chaser starts: **Clockwise or Anticlockwise**.

The game is played in **two rounds**: **Round 1** – First Chaser and 3 Runners
Round 2 – Players Switch Roles



3. Starting the Game

Players take turns rolling the dice according to the movement rules.

At the beginning of the round:

1. One player becomes the **Chaser**.
2. The other three players become **Runners**.
3. The Runners begin from their starting positions.
4. The Chaser begins from the designated Base/starting position.
5. The Chaser chooses or is assigned a starting direction.
6. The objective of the Runners is to reach the **Finish Square**.
7. The objective of the Chaser is to **tag the Runners** before they reach the Finish Square.

4. Moving the Pieces

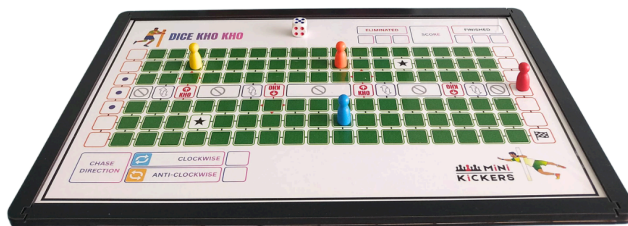
Players use the dice to determine how many squares their piece moves.

On your turn:

1. Roll the dice.
2. Count the number shown on the dice.
3. Move your piece according to the movement rules.
4. Follow the direction of the track.
5. Follow the Kho Kho rules for changing sides and direction.

The movement must always follow the marked path on the board.

A piece cannot move through squares or positions that are not part of its legal route.



5. Runner Movement

Runners move around the track while trying to reach the **Finish Square**.

Runners can run:

- **Clockwise**, or
- **Anticlockwise**

Runners must follow the Kho Kho movement rules when changing direction or crossing between sides.

A Runner cannot freely change sides anywhere on the track.

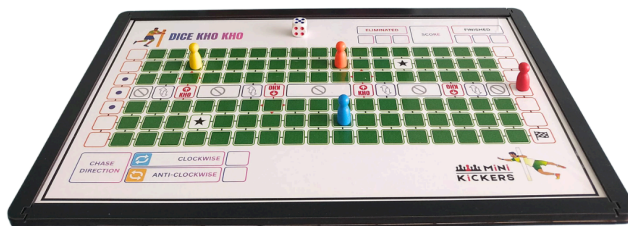
6. Switching Sides as a Runner

A Runner can switch from one side of the track to the other **only from a designated switching square**.

When a Runner reaches a designated switching square:

- The Runner may switch to the other side according to the board markings.
- The Runner must follow the available route.
- A Runner cannot switch sides from an ordinary square.

The designated switching squares are marked on the board.



7. Reaching the Finish Square

The Runner's main objective is to reach the **Finish Square**.

When a Runner reaches the Finish Square:

- The Runner has successfully completed the run.
- The Runner is safe and cannot be tagged after reaching the Finish Square.
- The Runner's turn in that round is complete.

The other Runners continue playing until they either reach the Finish Square or are eliminated.

8. Chaser Movement

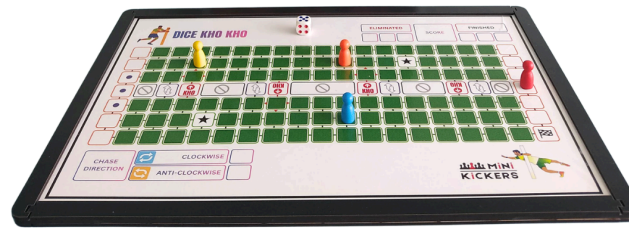
The Chaser's objective is to catch and tag the Runners.

The Chaser must follow the Kho Kho movement rules.

Important Chaser rules:

- The Chaser **cannot make a U-turn** during normal movement.
- The Chaser must continue in the current direction.
- The Chaser can switch from one side of the track to the other only from a **designated switching square**.
- The Chaser cannot switch sides from an ordinary square.
- The Chaser can change direction from the **Base**.

The Chaser must plan the route carefully to intercept the Runners.



9. Changing Direction at the Base

The Base is a special position for the Chaser.

The Chaser may use the Base to change direction.

For example:

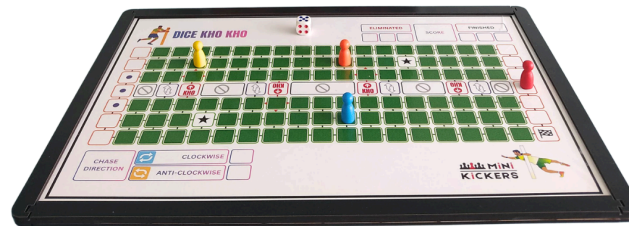
Clockwise → Base → Anticlockwise

or

Anticlockwise → Base → Clockwise

The Chaser cannot simply turn around in the middle of the track.

A direction change must follow the designated Kho Kho rules.



10. Tagging a Runner

The Chaser can eliminate a Runner by tagging them.

To tag a Runner:

- The Chaser must legally move onto the Runner's position or otherwise make contact according to the board's tagging rule.
- The tag must occur during a legal Chaser movement.
- Once tagged, the Runner is **eliminated**.

An eliminated Runner:

- Leave the track.
- Cannot make further moves during that round.
- Cannot reach the Finish Square in that round.

The Chaser then continues trying to tag the remaining Runners.

11. Eliminated Runners

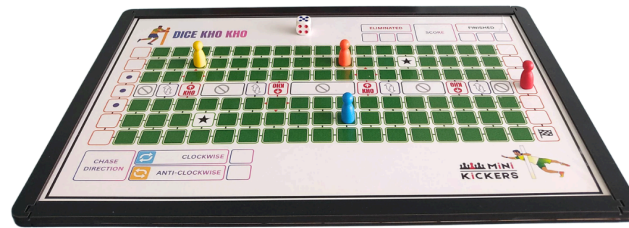
When a Runner is tagged:

Runner → Tagged → Eliminated

The eliminated Runner is removed from active play for that round.

The remaining Runners continue their movement.

If all three Runners are eliminated, the round ends immediately.



12. Round 1

Round 1 begins with:

1 Chaser + 3 Runners

The round continues until **each Runner has either:**

- Reached the **Finish Square**, or
- Been **tagged and eliminated**.

Round 1 ends when all three Runners have completed one of these two conditions.

Record the result of Round 1 before starting Round 2.

13. Switching Roles

After Round 1, the players switch roles for Round 2.

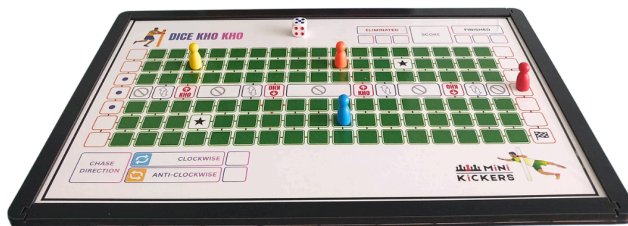
The player who was the Chaser becomes a Runner.

A Runner from Round 1 becomes the new Chaser.

The remaining players become Runners so that Round 2 again has:

1 Chaser + 3 Runners

The new Chaser starts from the designated Base and the new Runners start from their designated starting positions.



14. Round 2

Round 2 follows the same rules as Round 1.

The new:

Chaser → Tries to tag the Runners

The new:

3 Runners → Try to reach the Finish Square

All movement, switching-side, direction-change, tagging, and elimination rules remain the same.

Round 2 ends when all three Runners have either reached the Finish Square or been eliminated.

15. Scoring

At the end of each round, record the result of every Runner.

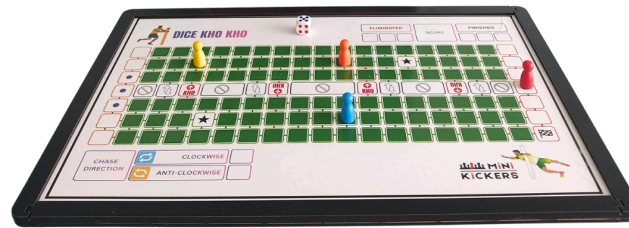
A simple scoring system is:

- **Runner reaches Finish Square:** 1 point
- **Runner is tagged/eliminated:** 0 points

Add the points from both rounds.

The player with the **highest total score** wins the game.

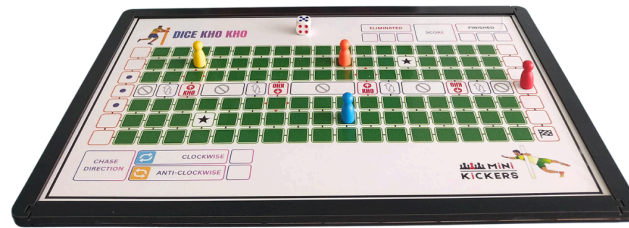
If players have equal scores, the game ends in a **tie**, unless a tie-breaker is agreed upon before playing.



16. Important Kho Kho Rules

The following rules apply throughout the game:

- The Chaser cannot make a U-turn on the track.
- The Chaser can change direction from the **Base**.
- The Chaser can switch sides only from a **designated switching square**.
- A Runner can switch sides only from a **designated switching square**.
- Runners can run **clockwise or anticlockwise** according to the Kho Kho movement rules.
- A Chaser cannot change direction whenever they want.
- A Runner cannot switch sides from an ordinary square.
- A tagged Runner is **eliminated**.
- A Runner who reaches the Finish Square is **safe**.



17. Basic Strategy

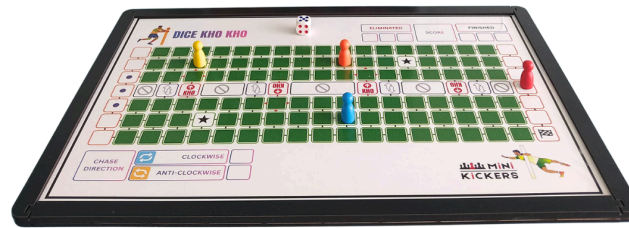
Dice Kho Kho is a game of **planning, movement, chasing, and positioning.**

Runners can:

- Plan their route toward the Finish Square.
- Use designated switching squares to change sides.
- Choose the better direction of movement.
- Avoid moving into the Chaser's path.
- Use the track layout to create distance from the Chaser.
- Try to reach the Finish Square before being tagged.

Chaser can:

- Predict where Runners are going.
- Use switching squares to intercept Runners.
- Use the Base to change direction.
- Avoid unnecessary movement.
- Position themselves to cut off a Runner's route.
- Use the dice roll strategically to catch a Runner.



18. Basic Game Flow

Set up the board



Choose 1 Chaser + 3 Runners



Roll the dice



Move according to the Kho Kho rules



Runners try to reach Finish



Chaser tries to tag Runners



Tagged Runner = Eliminated



Runner reaches Finish = Safe



All 3 Runners finish or are eliminated



Round 1 ends



Players switch roles



Play Round 2



Calculate scores



Highest score wins