

# DARA



**Players:** 2

**Supplies:**

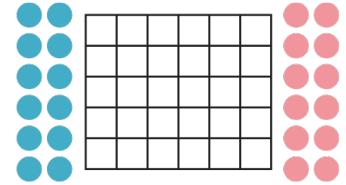
Dara Game Board; 2 sets of small game pieces (12 pieces in each set; each set a different color)

**Objective:** To be the first to capture 10 of your opponent's game pieces.

**How to Play:**

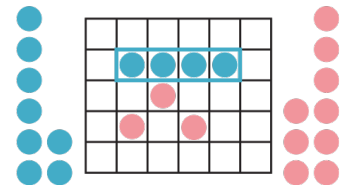
Setting up

- Players take turns placing their game pieces on empty squares.
- Players avoid placing more than three pieces in a horizontal or vertical row.
- Four or more pieces of the same color next to each other in any row is not allowed at any time.
- No pieces can be captured during the setting up phase.



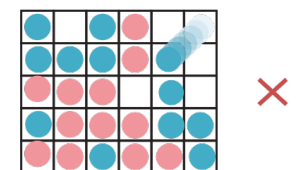
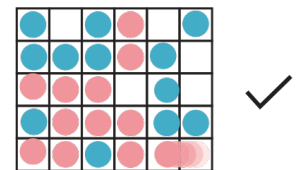
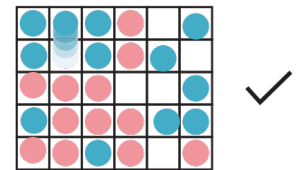
Moving

- The first move is made after all the pieces have been placed on the board.
- Players take turns moving one of their pieces one space horizontally or vertically, but NOT diagonally.
- When making a move, a player cannot immediately follow it by moving the same piece back to the same space again.
- If a player cannot move, their turn is skipped.



Capturing

- To capture, a player makes a new horizontal or vertical row of three of their pieces.
- When a new row is made, that player can remove any one of the opponent's pieces from the game.
- Only one piece can be captured per move, even if multiple rows of three are created with one move.
- The winner is the player who has 10 of their opponent's pieces.



# DARA GAME BOARD