

SHANJARI™

RULES

Contents: 1 Game Board, 60 game pieces with bag (4 sets of 15), 2 Sequence Markers, 2 Sequence Cards,
1 Rule Sheet

Object:

- To be the player to place, or move, a piece to complete the selected sequence OR to **spot** the sequence during your turn. (On the board, the **sequence** is REPRESENTED by **COLORS.**)

EXAMPLE: The selected sequence is: **1221**

1 may be represented by ANY color. **2** may be represented by any second color except the one identified as “**1**”. Therefore, RED, BLUE, BLUE, RED would win, as would GREEN, RED, RED, GREEN.

- Players continue to search for a spot where they can place or move a piece so that it completes the selected sequence.
- Once a piece is on the board, any player may use it in the winning sequence. The sequence does not need to include the winning player’s piece.

Set-Up:

2-Players - Each player selects 2 colors of playing pieces.

3-Players - Each player selects 1 color of playing pieces.

The 4th color is shared by all.

4-Players – Each player selects 1 color of playing piece.

Sequence Selection:

- Players agree on a “**Sequence**” from one of the cards. ALL players will be trying to complete or find this sequence.
- A marker is placed on or beside the selected sequence as a reminder.

The Play:

- One player is selected to “**PLAY**” first.
- A “**PLAY**” consists of either placing 1 of your game pieces on the board **OR** moving ANY 1 piece that is already on the board to an **adjoining** space. **Remember that with 3 players the 4th color is shared by all.*
- Any piece that has just been moved may NOT be moved again on the **next** play. (This includes a piece that has just been placed on the board.)
- Players consecutively take turns playing in this manner.
- Consecutive pieces must be placed within ONE space of another piece on the board. Therefore, a player may not place a piece in a far corner etc.

The Win:

- When a player successfully moves or places a piece into a row that completes the selected sequence, he /she wins the game! Or, if during your turn you spot the winning sequence – you win!
- **Advanced Challenge:** Players may choose to go for a sequence of colors in **any** adjoining line – not just a straight line. This would include zig-zag , square, etc.

 Missing Piece Press