MADHU SUNDAR

CHOLAS
THE SCULPTORS

GAME STORY

The Chola dynasty was one of the longest ruling dynasties in the world from the 3rd Century BCE to the 13th Century AD. The most famous of the Chola Kings were Raja Raja Chola and his son Rajendra Chola. They were great connoisseurs of art and architecture. They built several great temples of worship during their reign. Many of them still stand today. Their capital was Thanjavur (South India), also home to one of the most iconic temples of Chola architecture.

The Chola King invites sculptors from across his Kingdom to build a temple that will stand out as a wonder for centuries to come. Upon the King's invitation each sculptor brings stones from their respective region to build the temple. The stones from each region are known to be strong, durable, and having a unique property. Hence when used to build the temple structure, it brings pride to the sculptor and his region due to the stone's origin. There are five kinds of stones from different regions that are used to construct the temple. The King will identify the sculptor that fairs the best in building and sculpting the temple based on the most rewards received. The King rewards the sculptors by engraving their name on the temple structure, which would stay tall for centuries to come.
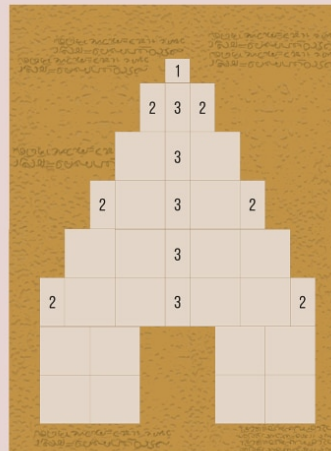
COMPONENTS

Build cards – 54x

Bag – 1x

Sculpture Board

Four parts of the board placed next to each other as shown here.

Sculpture tile (small) – 1x
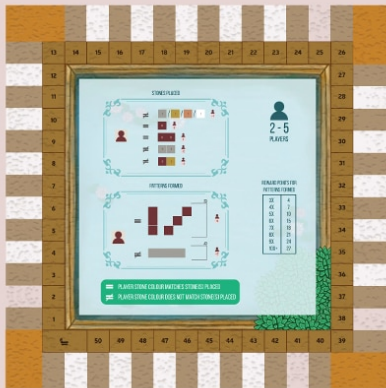

Sculpture tiles (big) – 25x

Stones – 150x

Wagon – 5x

Sculpture tiles (rectangle) – 14x

Score board – 1x

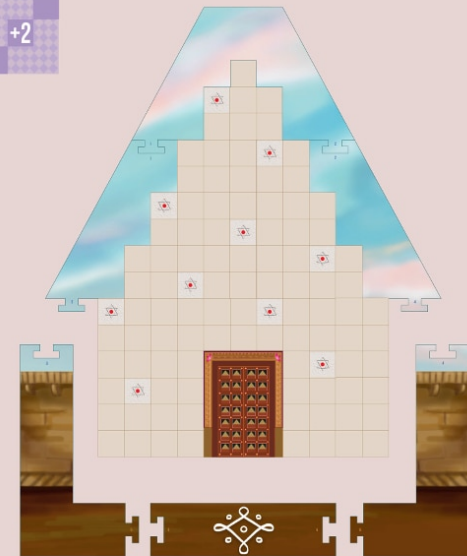Bonus cards – 12x (Blue 6x + Red 6x)

GAIN 1 REWARD POINT FOR EACH STONE THAT IS PLACED, WHICH IS YOUR STONE COLOR E.G., IF YOUR STONE COLOR IS BROWN, THEN YOU GAIN 1 POINT FOR EVERY BROWN STONE YOU PLACE ON THE TEMPLE STRUCTURE

PICK +2 STONES, WHEN NO STONES HELD IN HAND
I.E., IF STONES IN HAND = 0, WHEN YOU PLAY "PICK" ACTION, YOU MAY PICK 2 ADDITIONAL STONES

Player markers – 30x

Treasure tiles – 12x

+2 +2 +2 +2 +2 +2
+1 +2

Reward Points (RP) token

Game board - 1x

The outer frame pieces hold the board together and prevent the inner pieces from moving after the board is set up. Assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.). Place the inner frame pieces as shown here.

Rulebook – 1x

MADHU SUNDAR

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THE SCULPTORS

1 to 5 players
Age group: 8+

Duration: 60 to 90 mins
Game variants: 3

GAME STORY

COMPONENTS

Build cards – 54x

Bag – 1x

Sculpture Board
Four parts of the board placed next to each other as shown here.

Sculpture tile (small) – 1x

Sculpture tiles (big) – 25x

Stones – 150x

Wagon – 5x

Sculpture tiles (rectangle) – 1x

Before your first game, you must remove the die-cut components from the cardboard holders. Lay out the board as specified in the illustration.

GAME MOTIVE

You are a sculptor who must prove to be the best and be rewarded for it. The temple is built with five different types of stones. After the stones are placed, sculptures are carved on them. Rewards are gained when stones or sculptures are placed on the temple structure i.e., the Game board. Each sculptor focuses on building the temple using all types of stones and sculptures.

The game is normally played with all the components, which is the Expert variant. However, you may choose to start playing the lighter version of the game which is explained as the Basic variant. The Basic variant will help you understand the gameplay to maximize reward points - the temple building and pattern formation with stones.

GAME VARIANT – BASIC

Note: Wagon, Sculpture board, Sculpture tiles and Bonus cards are not used in the Basic variant.

Game setup

1) Assemble the Game board and place it at the center of the table.

2) Fill the Bag with the Stones of different color.

3) Place the Treasure tiles randomly on the squares indicated by a star on the Game board. 🎴

4) Place the Score board to the left of the Game board. Place the Reward points token (50/100, 150/200) next to the Score board.

(The player who last visited a historical monument starts the game and the turns continue clockwise…)

5) Each player picks a unique Stone color of their choice representing the Stone from a region and gets two Markers of the Stone color each. One is kept in front to indicate the player's Stone color, and the other is placed on the Score board. i.e., in a four-player game, four Markers of different color are placed on the Score board at the starting position. 🛋

6) Each player gets five Stones (one of each color). Going clockwise from the starting player, each player picks two Stones randomly (blind pick) from the Bag and places them in front.

7) Shuffle the Build cards and keep them face down next to the Game board. Each player gets two Build cards. Players shall not reveal the Build cards they hold, during the game.

8) Keep as many Build cards face up as per the number of players next to the Build cards stack. E.g., four cards are kept face up in a four-player game.
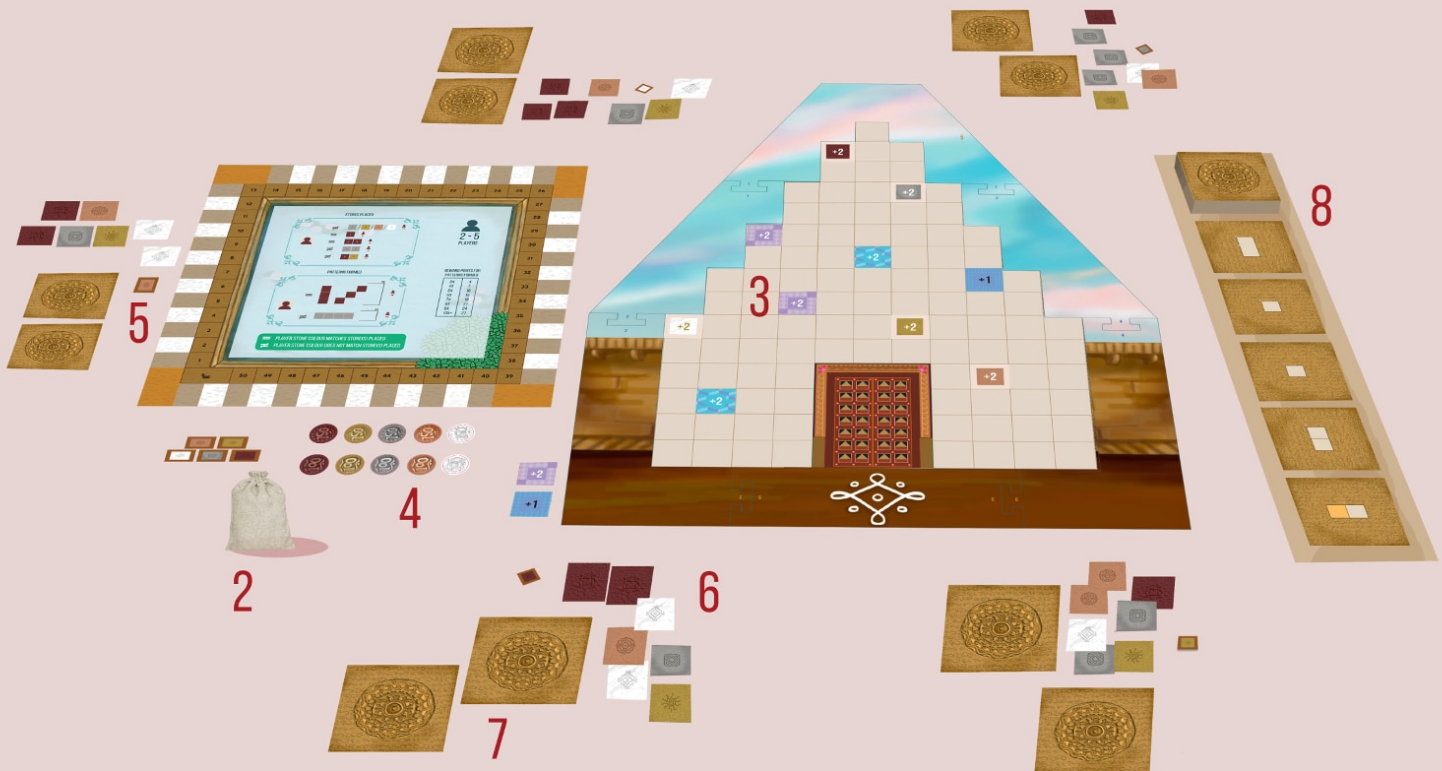
DURING YOUR TURN

You must perform only one of the below actions.

1) Pick: Randomly pick two Stones (blind pick) from the Bag and place them in front of you.

Note: A player can have a maximum of seven Stones in possession. This action cannot be performed if the action would lead to the player holding more than seven Stones.
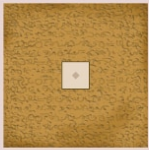
2) Replace: Return three or more Stones of the same color to the Bag and then pick the same number of Stones from the Bag.

3) Draw: Draw one Build card - either the top card from the face-down stack or from the cards kept face-up. When a face-up card is drawn, then immediately pick a card from the stack and place it face up.
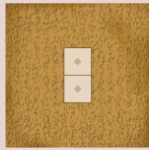
Note: A player can hold a maximum of four cards in hand. This action cannot be performed if the player has four Build cards already in possession.

4) Build: Play a Build card. Following the rules for building, the player shall place Stones (in possession) on the temple structure as per the Build card in any orientation provided the placement logic matches with the Build card. The card is then discarded from the game.
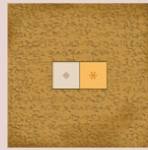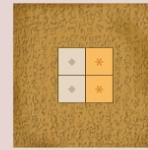
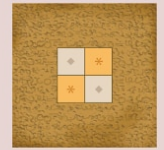| One Stone of any color is placed	Two Stones of same color are placed horizontally or vertically	Two Stones of different colors are placed horizontally or vertically	Four Stones of two different colors are placed horizontally or vertically	Four Stones of two different colors are placed diagonally

The Stones used in building the temple are rewarded through

- Reward points (see Points calculation section) which determine the winner when the game ends

RULES FOR BUILDING

Building of the temple starts on either side of the entrance. Players must place the Stones from the base of the temple or on top of existing Stones. No Stone shall be placed on the temple structure without a Stone beneath it.

Stones must be placed on either side of the temple's entrance, starting from the base.

The brown Stone on the right does not have any Stones beneath for support. This is not a valid build action.

Stones can be placed above the temple's entrance only if there is a support Stone on the side.
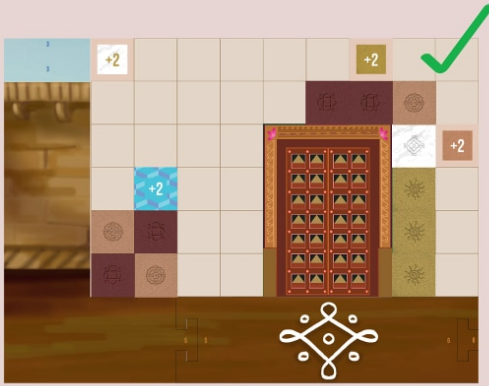
Stones cannot be placed above the temple's entrance without any support Stones on the side.

POINTS CALCULATION

Points are calculated immediately after the Build action. The player's Marker on the Score board is moved accordingly.

(i) Player gains 1 point for each Stone placed, except for the Stones of their own color.

(ii) Player gains points for Stones of their own color only when a pattern is formed. Points are calculated for all the patterns that are formed during the turn.

(iii) Patterns formed with the Stones of other players will add points for other player(s).

Example: Player A's Stone colour is brown and Player B's Stone colour is white. Based on the Build card, Player A places two white Stones adjacent to an existing white Stone on the temple structure. Player A gains 2 points for placing 2 white Stones (as per (i) above) and Player B gains 4 points as the pattern with white Stones was created (as per (iii) above).


Existing

After the Stone placement

Examples

3x   3x   4x   5x   5x   7x
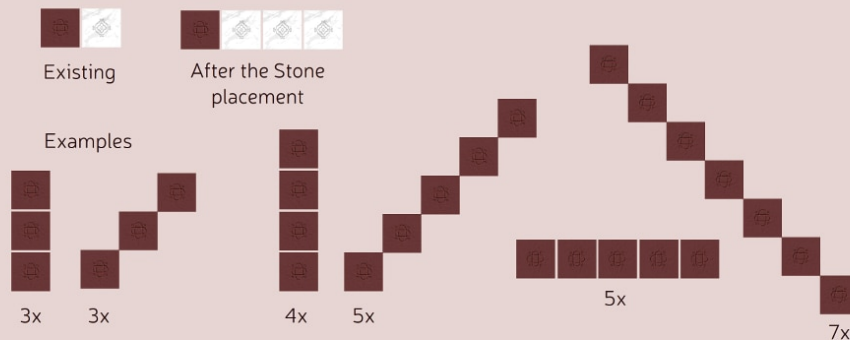
Below table shows the points gained by a player when a pattern is formed.

Number of stones	Points
3 stones	4 points
4 stones	7 points
5 stones	10 points
6 stones	15 points
7 stones	18 points
8 stones	21 points
9 stones	24 points
10 stones or more	27 points

(3) Treasure Tiles

The player can gain extra points when building Stones on the Treasure tile positions. The Treasure tile is removed from the board before a Stone is built on that place. The player gains additional points (if any mentioned conditions are met).

Note: Treasure tiles are optional for all the game variants – You may choose to play with or without them.
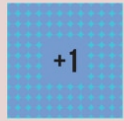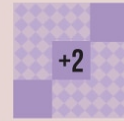
Gain one extra point

Gain two extra points

Gain two extra points
Condition: if a grey Stone is placed on this Treasure tile position.
Note: Same logic shall be applied for the Treasure tiles of different Stone color.

Gain two extra points
Condition: if a pattern is formed when placing stones on this Treasure tile position.

 Double Treasure: For a high scoring game, you may choose not to use the Treasure tiles. Points scored during a turn by the player is doubled when a Stone is built on the specific places (marked by a star). Note: Points rewarded to another player due to a pattern formation with their Stones are not doubled.

Game end

The game end is triggered when there are 6 spaces or less left on the temple structure after a Build action. Starting from the next player every player gets a maximum of 2 turns before the game ends. E.g., There are 7 spaces left. A Player places 2 Stones. Starting from the next player's turn there will be a maximum of two rounds.

The game ends immediately when the temple structure has been built completely or when a player is unable to perform any of the three actions – Pick, Draw and Build.

The player with the maximum points wins. In case of a tie amongst players, the player with the highest count of their Stone on the temple structure wins the game.

Examples

Player (grey) has 5 Stones and a Build card. The player uses the card and places the 4 Stones of two different colors as per the layout logic. In this case the two types of Stones are placed diagonal to each other.
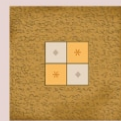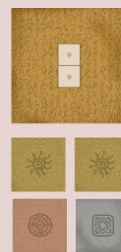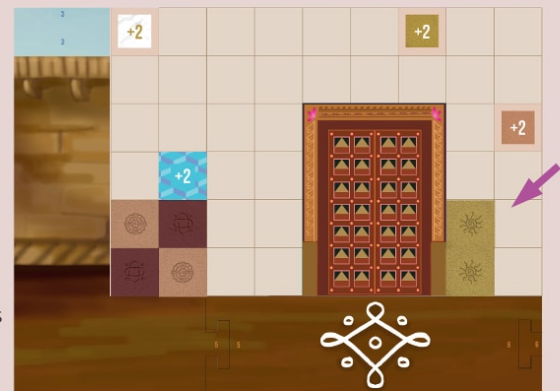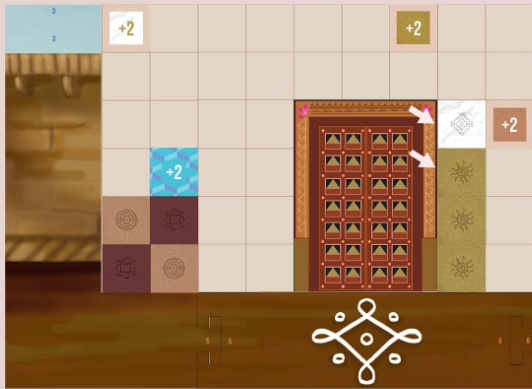

The Player gains 4 points on the Score board.

Player (brown) has 4 Stones and a Build card. The player uses the card and places 2 Stones of the same color.
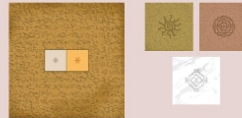

The Player gains 2 points on the Score board.

Player (gold) has 3 Stones and a Build card. The player uses the card and places 2 Stones of different color.


The Player gains 5 points – 4 points for the pattern formed with the gold Stones and 1 point for the white Stone placed.


Player (white) has 4 Stones and a card. The player uses the card and places 2 brown Stones above the existing brown Stone. The Treasure tile "+2" is removed before the Stone is placed.

The Player (white) gains 4 points – 2 points for the 2 brown Stones placed and 2 points for the Treasure tile.
Since a pattern is formed with brown, the other player (brown) gains 4 points.
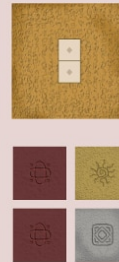
Double Treasure example

Player (brown) has 5 Stones and a card. The player uses the card and places 4 Stones as depicted.
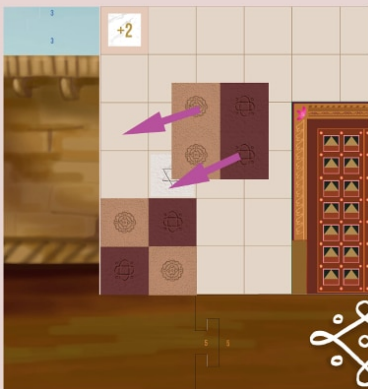
Player (brown) gains double the points that would be normally scored during the turn i.e., 2 x (2 points for the 2 light brown Stones + 4 points for the brown pattern formed) = 12 points
Player (light brown) gains 4 points for the light brown pattern formed.
Note: Points rewarded to another player due to a pattern formation with their Stones are not doubled.

GAME VARIANT - EXPERT

Game setup

1) Assemble the Game board and place it at the center of the table.

2) Fill the Bag with the Stones of different color.

3) Place the Treasure tiles randomly on squares indicated by a star on the Game board.

4) Place the Score board to the left of the Game board. Place the Reward Points tokens (50 / 100 , 150 / 200) next to the Score board.

5) Place the Sculpture board to the right of the Game board. It is used to arrange the Sculpture tiles.

Arrange the four parts of this board as depicted here. Ensure the base of the Game board and the Sculpture board are next to each other. As the Sculpture tiles will have to be placed on the Game board during the game, it should be easy to understand which Sculpture tile from the Sculpture board corresponds to the respective position on the Game board.

- Remove 5 square tiles of same value from the game and shuffle the remaining 20 square tiles
- Shuffle the six 3-pointer rectangular tiles
- Shuffle the eight 2-pointer rectangular tiles

Randomly arrange the tiles face-up, one by one starting from the base with the cost of the Sculpture visible on the top. Ensure the position and placement of the 1-pointer, 2-pointer, 3-pointer tiles and the big square tiles are as per the arrangement shown on the Sculpture Board.

(The player who last visited a historical monument starts the game and turns continue clockwise…)
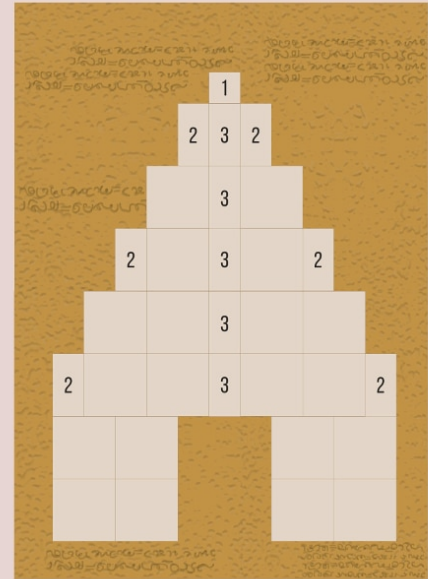
6) Each player picks a unique Stone color of their choice representing the Stone from a region and gets 6 markers each of that color.

7) One Marker is placed by each player on the Score board at the starting position.

8) Based on the color picked, each player gets a Wagon. The players place the five markers on level 0 of their wagon.

9) Each player gets 5 Stones (1 of each colour). Going clockwise from the starting player, each player picks 2 Stones randomly (blind pick) from the Bag and places them in front.

10) Shuffle the Build cards and keep them face down next to the Game board. Each player gets one Build card. Players shall not reveal the build cards they hold, during the game.

11) Keep as many Build cards face-up next to the stack as per the number of players. i.e., four cards are kept face up in a four-player game.

12) Shuffle the 6 Red bonus cards and 6 Blue bonus cards. Deal one of each to the players. Discard the remaining cards as they will not be used in the game.

Each player reveals the Bonus cards by (1) reading out the Bonus card description (2) keeping them face-up in front. Each player should be aware of the Bonus cards the other players hold as it would be relevant to the action performed during a turn and the game strategy.

When you reach 50 points on the Score board, take the 50 RP token and keep it face-up in front to indicate the milestone reached. Reset the Marker to the starting position on the Score board before advancing the Marker further. With the 50 RP token face-up, if you reach 50 points again on the Score board then keep the 100 RP token face-up. Follow the same logic for 150 and 200 milestones as well.

DURING YOUR TURN

You must perform only one of the following actions.

1) **Pick:** Randomly pick two Stones (blind pick) from the Bag and place them in front of you.

Note: A player can have a maximum of seven Stones in possession. This action cannot be performed if the action would lead to the player holding more than seven Stones.

2) **Replace:** Return three or more Stones of the same color to the Bag and then randomly pick the same number of Stones from the Bag.

3) **Draw:** Draw one Build card - either the top card from the face-down stack or from the cards kept face-up. When a face-up card is drawn, then immediately pick a card from the stack and place it face up.

Note: A player can hold a maximum of four cards in hand. This action cannot be performed if the player has four Build cards already in possession.

4) Build: Play a Build card. Following the rules for building, the player shall place Stones (in possession) on the temple structure as per the Build card in any orientation provided the placement logic matches with the Build card. The card is then discarded from the game.

The rules for building and scoring points for Stones and patterns remain the same as described in the Basic variant.

Additional reward: Wagon

When Stones are placed on the temple structure the player gains Stones of respective color on their Wagon. When gaining Stones, move the Marker to the right. The Wagon has a maximum capacity of five Stones per color. These Stones shall be used during the Sculpt action i.e., pay the cost of Sculpture tile by moving the Marker to the left.

E.g. If you place two grey Stones on the temple during the Build action, then move the grey Marker two positions to the right.

5) Sculpt: The player must pay the cost indicated on the Sculpture tile. The cost can be paid by
a. returning the required number of stones (matching the color) to the Bag
b. moving the Marker (matching the color) on the Wagon to the left by as many positions. Note: The Marker cannot be moved beyond the level 0 position.
c. with a combination of (a) and (b)

Rules for sculpting

Temples are built with Stones. The sculptures are placed/carved on these stones. The same logic must be applied when playing the game. Sculpture tiles must be placed only on top of stones i.e., the stones must be built at the corresponding positions on the Game board.
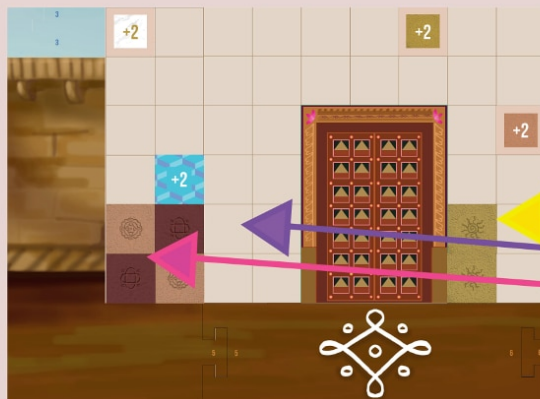
Violet arrow – This tile cannot be placed as there are no stones in the corresponding position on the Game board.
Yellow arrow – This tile cannot be placed as the corresponding position on the Game board is partly built.

Pink arrow – The corresponding position for the Sculpture has four stones. Hence this Sculpture tile can be placed on the Game board if the player is able to pay the required cost.

Once the Sculpture tile is placed, then the stones below the Sculpture tile get hidden i.e., they cannot be used to form patterns.
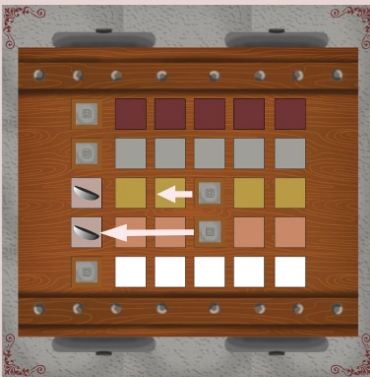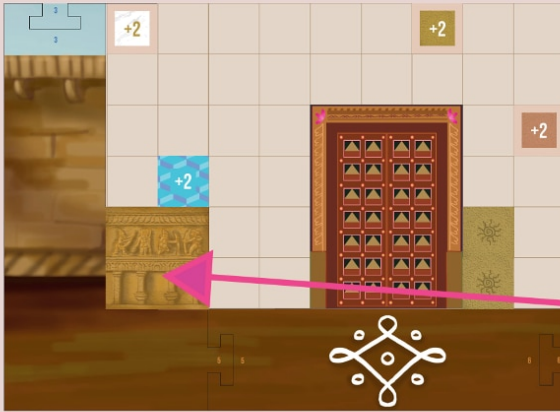
Total cost of this Sculpture tile: 4x light brown and 1x gold

Player moves the light brown Marker on the Wagon by 3 positions to the left and gold Marker by 1 position. Player pays the balance cost by returning 1 light brown Stone in hand to the Bag.

When placing the Sculpture tile, it is kept face-down so the Sculpture is visible on top.

POINTS CALCULATION

Points are calculated immediately after a Sculpt or Build action. The player's Marker on the Score board is moved accordingly.

(1) Sculpt action

Player gains points as mentioned on the Sculpture tile.

(2) Build action

Scoring points for Stones and patterns remain the same as described in the Basic variant.

Player (grey) has 5 Stones and a Build card. The player uses the card and places the 4 Stones of two different colors as per the layout logic. In this case the two types of Stones are placed diagonal to each other.
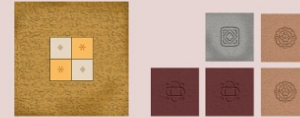
1) Player gains 4 points on the Score board.
2) Player moves Markers of respective colors (brown and light brown) on the Wagon by two positions to the right.

GAME END

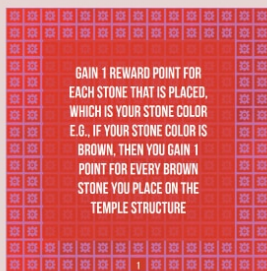The game ends immediately when any of the below conditions are met
- All sculptures are placed on the temple structure
- A player is unable to perform any of the four actions - Draw, Build, Pick or Sculpt

The player with the maximum points wins the game. In case of a tie, the player with the highest count of Stones on their Wagon wins. In case of a tie again, the players share the win.
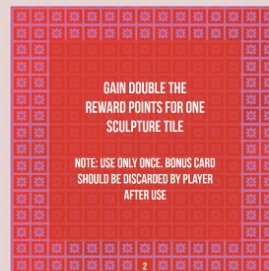
BONUS CARDS

Bonus cards give players additional benefit during a turn. It is optional to use the bonus card. Unless otherwise mentioned –
(1) The players must keep them face-up in front of them, next to the Wagon.
(2) They can be used anytime, until the end of the game.

GAIN 1 REWARD POINT FOR EACH STONE THAT IS PLACED, WHICH IS YOUR STONE COLOR E.G. IF YOUR STONE COLOR IS BROWN, THEN YOU GAIN 1 POINT FOR EVERY BROWN STONE YOU PLACE ON THE TEMPLE STRUCTURE

GAIN DOUBLE THE REWARD POINTS FOR ONE SCULPTURE TILE

NOTE: USE ONLY ONCE. BONUS CARD SHOULD BE DISCARDED BY PLAYER AFTER USE

BUILD A SCULPTURE TILE FOR FREE AND GAIN RESPECTIVE REWARD POINTS.

NOTE: USE ONLY ONCE. BONUS CARD SHOULD BE DISCARDED BY PLAYER AFTER USE

1. This Bonus card enables the player to gain 1 point for each Stone of their color that they place.

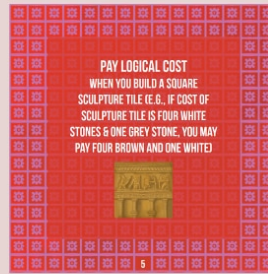2. During the Sculpt action, the player can gain double the points indicated on the Sculpture tile. e.g., if the Sculpture tile has 8 points indicated, then the player gains 16 points.
Note: The player must discard the Bonus card immediately after use.
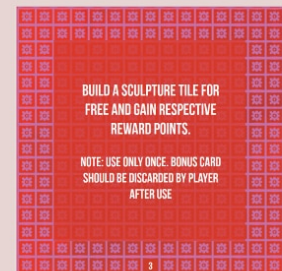
3. During the Sculpt action, the player can place one Sculpture tile for free without paying its cost.
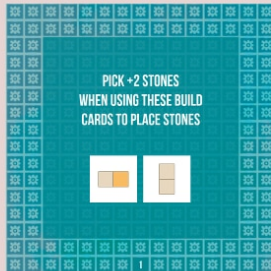Note: The player must discard the Bonus card immediately after use.

SUBSTITUTION
PAY WITH 1 DIFFERENT STONE WHEN YOU BUILD A SQUARE SCULPTURE TILE (E.G., IF COST OF SCULPTURE TILE IS FOUR WHITE STONES & ONE GREY STONE, YOU MAY PAY FOUR WHITE AND ONE BROWN)

PAY LOGICAL COST
WHEN YOU BUILD A SQUARE SCULPTURE TILE (E.G., IF COST OF SCULPTURE TILE IS FOUR WHITE STONES & ONE GREY STONE, YOU MAY PAY FOUR BROWN AND ONE WHITE)

PAY 1 LESS
WHEN YOU BUILD A SQUARE SCULPTURE TILE (E.G., IF COST OF SCULPTURE TILE IS FOUR WHITE STONES & ONE GREY STONE, YOU MAY PAY THREE WHITE AND ONE BROWN)

4. During the Sculpt action, the player may substitute one Stone from the indicated cost with a different Stone. e.g., if cost of the tile is 4 white Stones & 1 grey Stone, then the player can pay 4 white Stones and 1 brown Stone.
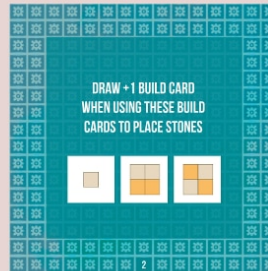Note: This card cannot be used for 1/2/3 point Sculpture tiles.

5. During the Sculpt action, the player can pay the logical cost with different colored Stones. e.g., if cost of the tile is 4 white Stones & 1 grey Stone, then the player can pay 4 brown Stones and 1 white Stone.
Note: This card cannot be used for 1/2/3 point Sculpture tiles.
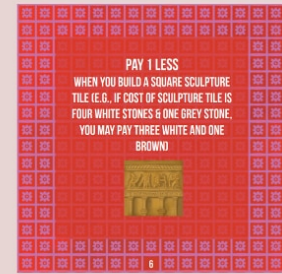
6. During the Sculpt action, the player can pay a reduced cost i.e., pay 1 Stone less. e.g., if cost of Sculpture tile is 4 white Stones & 1 grey Stone, then the player can pay 3 white Stones & 1 grey Stone.
Note: This card cannot be used for 1/2/3 point Sculpture tiles.

PICK +2 STONES
WHEN USING THESE BUILD CARDS TO PLACE STONES

DRAW +1 BUILD CARD
WHEN USING THESE BUILD CARDS TO PLACE STONES

PICK +1 STONE WHEN PLAYING THE "PICK" ACTION
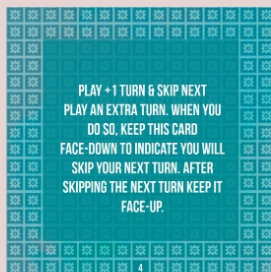NOTE: RULES FOR HOLDING MAXIMUM OF SEVEN STONES IN HAND MUST BE FOLLOWED

1. After using the Build card to place two Stones, the player shall pick two Stones from the Bag.

2. After using the Build card to place four Stones or one Stone, the player shall draw one Build card from the face-down stack.
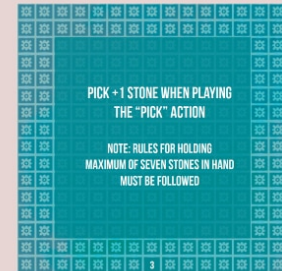
3. During the Pick action, the player may pick an extra Stone from the Bag. The player shall not take the extra Stone when holding the maximum number of Stones allowed.

PLAY +1 TURN & SKIP NEXT
PLAY AN EXTRA TURN. WHEN YOU DO SO, KEEP THIS CARD FACE-DOWN TO INDICATE YOU WILL SKIP YOUR NEXT TURN. AFTER SKIPPING THE NEXT TURN KEEP IT FACE-UP.

PICK +2 STONES, WHEN NO STONES HELD IN HAND
I.E., IF STONES IN HAND = 0, WHEN YOU PLAY "PICK" ACTION, YOU MAY PICK 2 ADDITIONAL STONES

DRAW +1 BUILD CARD, WHEN NO CARDS HELD IN HAND
I.E., IF BUILD CARDS IN HAND = 0, WHEN YOU PLAY "DRAW" ACTION, YOU MAY DRAW 1 ADDITIONAL CARD

4. The player may choose to play an extra turn. When doing so, this card is kept face-down. The player must skip their next turn. After skipping the turn, this card is kept face-up.
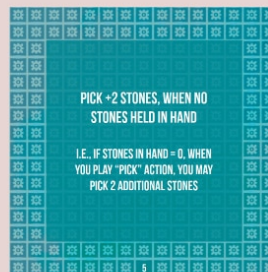
5. During the Pick action, if the player has no Stones in hand, the player may pick two extra Stones from the Bag.
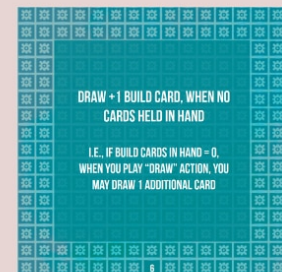
6. During the Draw action, if the player has no Build cards in hand, the player may draw one extra Build card from the face-down stack.

SOLO GAME OBJECTIVE

The Chola King picks you to build the temple structure. The stones brought by the other 4 sculptors are also used to build the temple and they are represented by a virtual opponent. The King wants you to prove that you are the best and make your mark when building the temple. Your objective would be to use your Stones to the maximum extent possible, while ensuring as minimum or no patterns of other Stones are made.

The King, makes the task difficult by

(1) giving your virtual opponent a 100-point head start

(2) simplifying pattern rules for Stones that are not yours

(3) defining specific rules for the Build action

Note: Solo game can be played only with the Basic game variant.

Game setup (Solo mode)

1) Assemble the Game board and place it at the center of the table.

2) Fill the Bag with the Stones of different color.

3) Place the Treasure tiles randomly on the squares indicated by a star on the Game board.

4) Place the Score board to the left of the Game board. Place the Reward points token (50/100, 150/200) next to the Score board.

5) Pick a unique Stone color of your choice and a different color for your virtual opponent. Take one Marker of both the colors and place them on the Score board at the starting position.

6) Shuffle the Build cards. Keep them face down next to the Game board. Keep one card face-up next to the stack.

7) At the start of the game: Your virtual opponent gets a 100-point head-start. Place the 100-point RP token of the opponent color on the opposite side. Note: You may increase the game difficulty level by giving your virtual opponent additional points. Give a head-start by placing the opponent Marker on the Score board accordingly. E.g., if you would like to give a 120-point head-start, then place the opponent Marker on 20.

Game play

The rules for the Build action remain the same as described in the Basic game variant. Calculate the Reward points (see Points calculation section) after every Build action.

Perform the steps and their scenario checks during each step, in sequence, one after the other until the Build action.

Restart from first step whenever the Build action is performed.

First step

Scenario check	Action
When you have no stones in hand	Immediately Pick a total of 7 stones from the Bag. Note: You may not have more than 7 stones at any point during the game.
When there is no face-up Build card	Draw 1 card and keep it face-up.

Second step

Scenario check	Action
When you have at least one card face-up, check if you have enough stones to perform the Build action	If yes, you must perform the Build action.

Third step

Scenario check	Action
When you are unable to perform Build action based on one face-up Build card	Draw another card and keep it face-up.
With the face-up Build cards, check if you can perform the Build action	If yes, you must perform the Build action.
Do you have less than 7 stones in hand	If yes, Pick as many stones from the Bag so that you have a total of 7 stones.

Fourth step

Scenario check	Action
When there is not enough space on the Game board to place stones based on the Build card	Discard the card. Note: This could happen when you are about to complete building the temple structure.

Fifth step

Scenario check	Action
When the temple structure is built with the stones or when there are no more Build cards left in the stack	Game end

Sixth step

Action
Start again from the first step

POINTS CALCULATION

Points are calculated immediately after the Build action. In solo mode you own 1 Stone color, and your virtual opponent owns 4 Stone colors

You gain 1 point per Stone when placing Stones that are not yours.

You gain points for all the structural patterns that are created by placing your Stones.

Your virtual opponent gains points for all structural patterns created with stones that are not yours.

E.g., You own brown stones. Based on the Build card when you place one white and grey Stone (which are not yours) adjacent to an existing white and grey Stone, then

- you gain 2 points for the 2 Stones placed (that are not yours)
- the opponent gains 4 points as you have created a structural pattern in white and in grey (both not your colors).

Existing

After your Stone placement based on the card

Below table lists the points gained by you and your opponent when a pattern is formed.

Number stones of same color forming a pattern	Points for your Stone color	Points for opponent Stone color
2 stones	No points	2 points
3 stones	4 points	4 points
4 stones	7 points	7 points
5 stones	10 points	10 points
6 stones	15 points	15 points
7 stones	18 points	18 points
8 stones	21 points	21 points
9 stones	24 points	24 points
10 stones or more	27 points	27 points

Patterns (applicable only for virtual opponent)
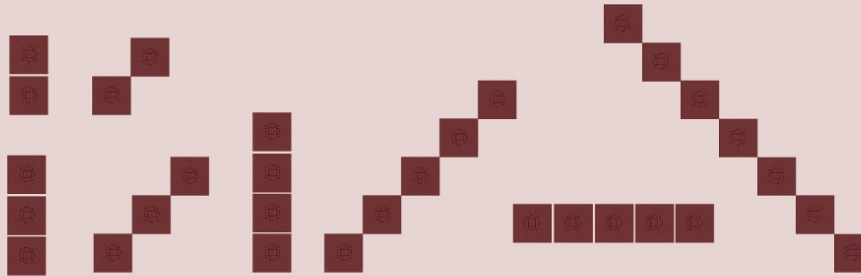
Patterns (applicable for both you and virtual opponent)

GAME END

The game ends immediately when the temple structure has been built completely. If you have made more points than the virtual component, you are the winner

Important: We prepare each copy of the game with great care. Regrettably mistakes can still happen. During the game setup, please make sure that you are not missing any components. This will ensure that your experience is not spoilt. If you notice any damage or missing components, please write to info@mad4fungames.com

For more information about Cholas, please visit mad4fungames.com