

# ANNAS

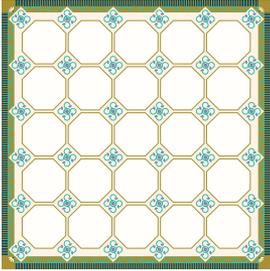
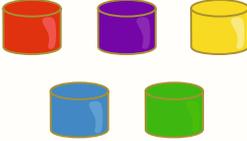
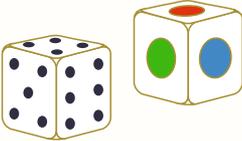
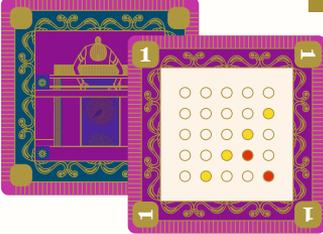
## The Looms of Kanchi

### Hold Different Think Different

#### ABOUT THE GAME

Indian Handlooms date back several centuries. The tradition of weaving by hand formed a part of the country's cultural ethos. A piece of fabric with a design could indicate the meaning, its purpose, culture of the era and even the way the people lived. Handlooms thus became a precious part of the generational legacy and exemplifies the richness and diversity of a country and the artistry of the weavers. Innovative weavers with their skillful blending of myths, faiths, symbols, and imagery provide the fabric an appealing dynamism. The appeal of the handloom lies in introducing innovative designs, which cannot be easily replicated. This rich tradition of hand weaving still thrives at Kanchi, a prominent temple town in South India. Fabrics were part and parcel of trade done by the Indian weavers for which they got back “Annas” or goods in return. In this game one would explore how the weavers (players) strategize their actions with quick thinking in order to claim completed designs and be the first to make 8 “Annas” (victory points).

#### GAME CONTENTS

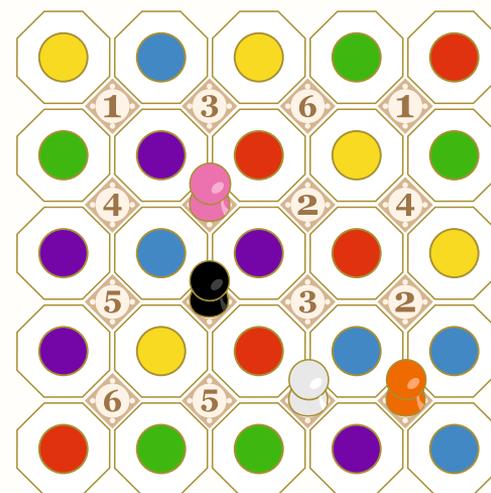
 Game board	 5 colored yarns of green, red, yellow, blue, purple	 Pins	 Tokens of value 1
 Number tiles 1 to 6	 Dice	 Action cards of 12 types	 Design cards

## GAME MOTIVE

You are a handloom weaver who has a goal to complete various unique designs on the board as per the patterns depicted on the Design cards. Each design card has pre-defined victory points, one can claim. There are other players who are simultaneously competing to create unique designs. Plan carefully, carry out different actions at the right moment and in the right sequence. With efficient and timely actions, be the first player to make 8 'Annas' or victory points to win Ettana – The Looms of Kanchi.

## GAME SETUP

1. Set aside 5 yarns (one of each color) next to the game board. The remaining 25 yarns are placed randomly at the center of each octagon.
2. Set aside 2 number tiles (different numbers) next to the game board. The remaining 16 number tiles are placed randomly on each square between the octagons.
3. Shuffle the design cards and keep them as a face down stack next to the game board.
4. Shuffle the action cards and keep them as a face down stack next to the game board.
5. Place the tokens next to the game board.
6. Each player picks a pin color of his/her choice.
7. Each player rolls the number die. Based on the number rolled, the player places his/her pin on a corresponding number tile. In case all the number tiles are already occupied by other pins, then the player rolls again.
8. The game starts with the player who rolled the highest number on the die. In case of a tie amongst the players, they roll again.
9. Starting from the player who rolled the highest number, all players get a design card, action card and 2 tokens.



## ON YOUR TURN

### (1) Roll both dice together

### (2) Collect

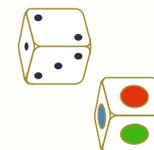
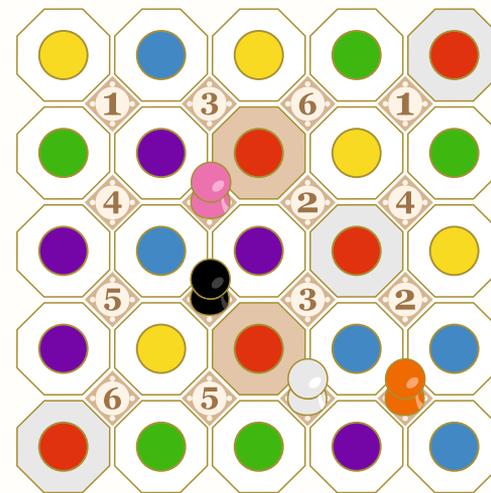
Check the number of yarns matching the color on the rolled die next to each player's pin. Accordingly, each player gains one token per matching yarn. Note: If black is rolled, then the player that rolled the dice gets an action card. Other players do not gain anything. E.g. If red was rolled by a player.

- Player who plays Pink pin, gains 1 token
- Player who plays Black pin, gains 1 token
- Player who plays White pin, gains 1 token
- Player who plays Orange pin, gains no token

*In a rare situation of not enough tokens in the reserve for all players, then no player gains any tokens.*

### (3) Action

During the turn the player may perform 1 or more of the below actions in any sequence.  
Move and free swap: A move must be performed during the turn and a free swap, when played immediately after the move is optional (see 3.1 and 3.2).



Below actions are optional

- Pay 2 tokens to get an action card from the stack
- Pay 3 tokens to swap positions of any two yarns
- Pay 3 tokens to get a design card from the stack
- Play 1 or more action cards in hand. When an action card is played, it is discarded. When there are no action cards left in the stack, the discarded action cards are reshuffled and added back as a stack.
- Reveal the completed designs and gain victory points.

Exchange a design card – This option can be played only when an action is not yet performed by the player after the dice is rolled.

- The player can exchange one of the design cards in possession with the stack.
- Return the design card to the bottom of the design card stack and pick one from the top of the stack
- The player's turn comes to an end after exchange of a design card and the player is not allowed to perform any other actions.

Note: When exchanging a design card, the player's pin will stay put in current position (square)

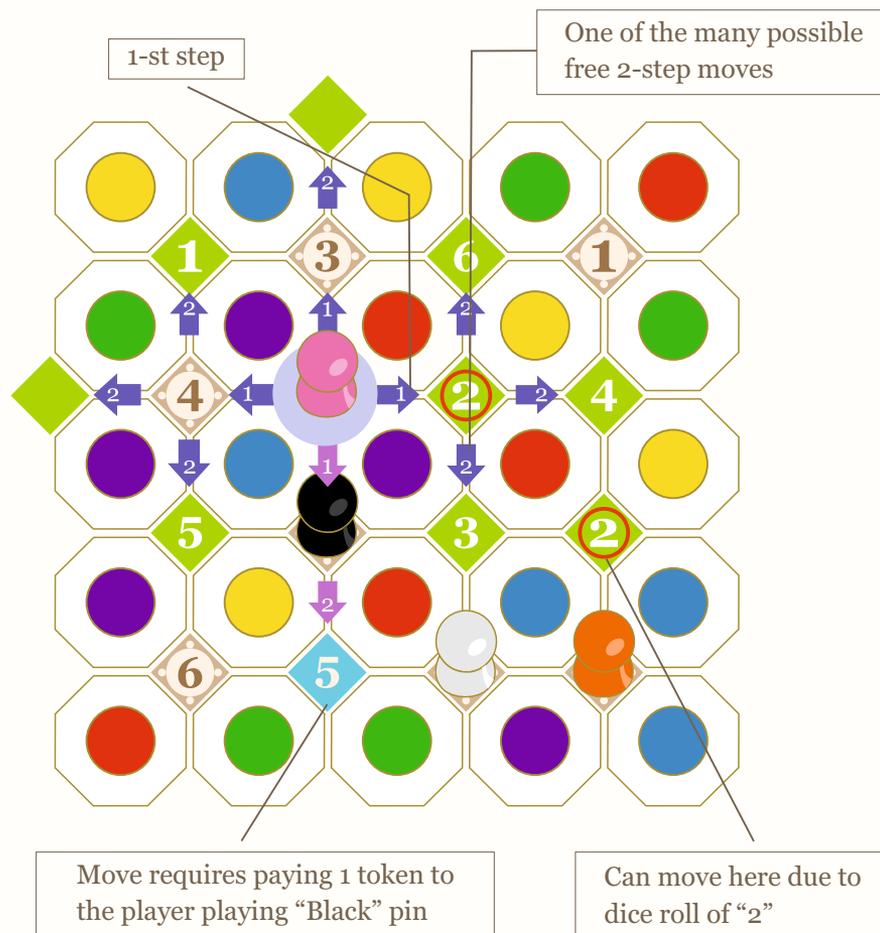
### (3.1) Move

Rules for the move

- One move is allowed and must be performed during a player's turn.
- The Player's pin cannot stay put during the turn.
- The Player shall move as many steps, as per the number rolled on the die. A step is counted when moving from one square to an adjacent square.
- When making a step, the Player's pin may not be moved through the same square more than once during the turn nor pass through the current position (square).
- As a final step, a Pin cannot be moved to a square that is already occupied by another pin.
- To move the pin across another player's pin, the player must pay the respective player(s) 1 token. The player may however choose not to move across another player's pin.

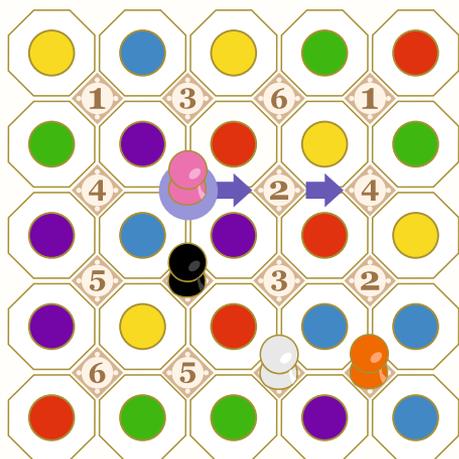
Alternate options for a move

- Move to an unoccupied square that is of the same number as the die rolled
- Move to any unoccupied square using a "Move" action card

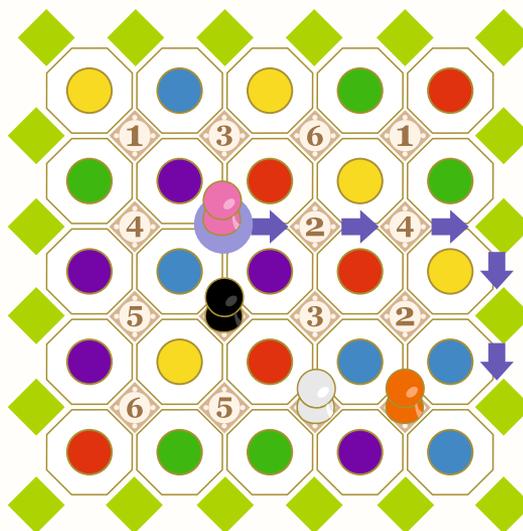


In the above example, for the dice roll of 2, a 2-step move or a move to an unoccupied number 2 square can be performed

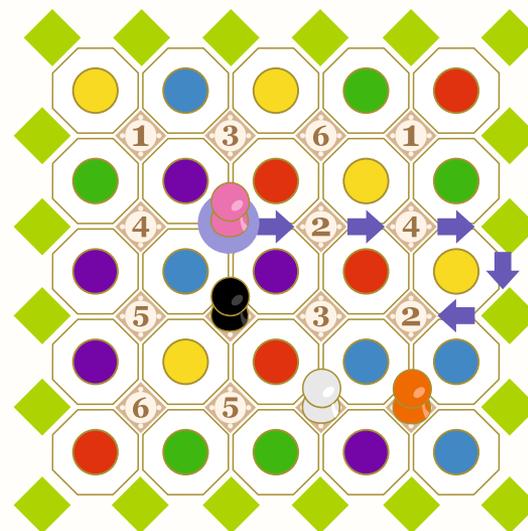
- The highlighted squares are all the possible moves for the player.
- Red circles indicate number 2 square tiles to which the player can move
- Violet arrows indicate the step count
- Pink arrows indicate that the move requires paying an opponent



The Player makes a 2-step move as marked by the arrows.



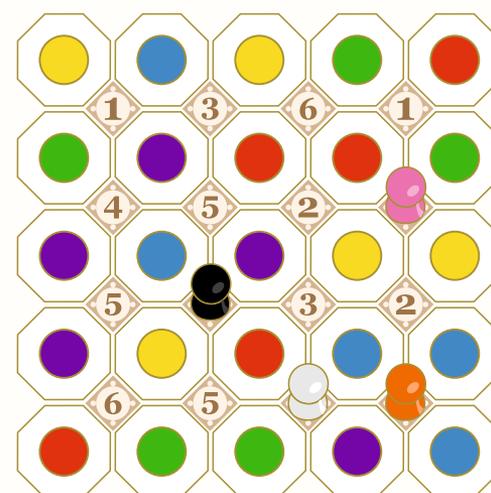
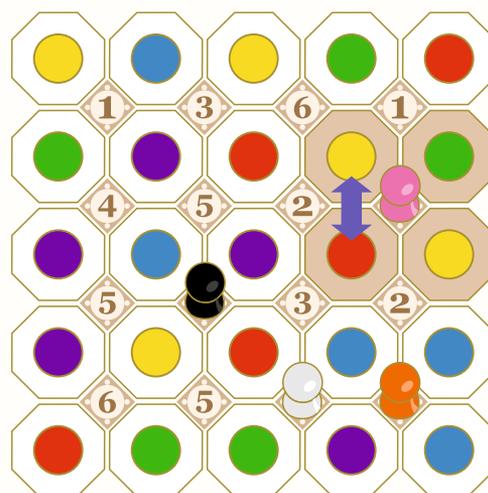
Similarly, a 5-step move can be made as marked by the arrows above.



All the highlighted squares are also the points to where a player can make a step, move or place the pin.

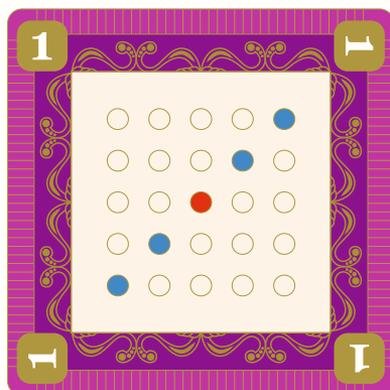
### (3.2) Free Swap

- After the move, the Player can perform a free swap of any two Yarns adjacent to the Player's new position on the board.
- The free swap is allowed only if it is the next action after the move.
- Performing a free swap is however optional



### (3.3) Claim a design

The player has below design card.

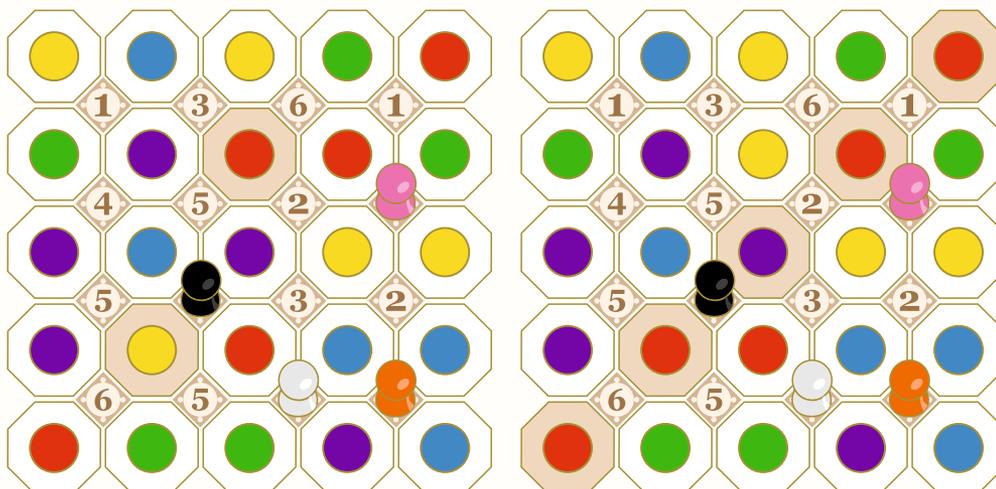


This design card is worth 1 victory point.

Understanding the design card – The pattern should consist of 5 yarns along the diagonal direction with the center yarn of 1 color, the other 4 yarns on the either side of the center are of a second color. The design can be located anywhere on the board and can be claimed using any color combination provided the pattern logic matches.

In this example, the player pays 3 tokens to the reserve and swaps the yarns in the highlighted octagons. The player then claims the design is completed. When claiming a design, other players must validate the claim. Once validated, the player keeps the claimed design face-up in front, hence gaining victory point(s).

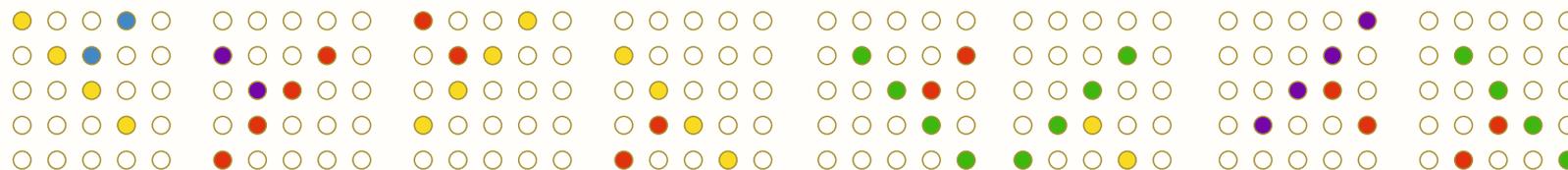
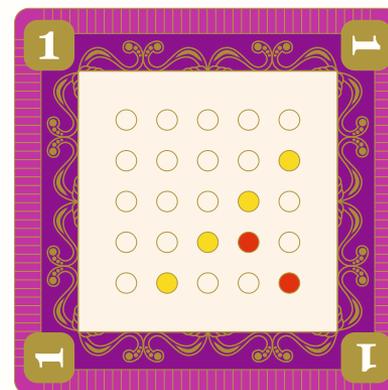
Note: Remember to evaluate the possibilities by rotating the design card to explore different angles and different color combinations.



### (3.4) Design card explained

This design can be achieved when the player looks for the pattern shape of “T” but along the diagonal direction. The pattern should have any two distinct colors – 4 yarns along the diagonal direction should be of 1 color and the perpendicular 2 yarns should be of a 2nd color. There could be several possibilities on the board when the card is rotated in a clockwise or counter clockwise direction.

Note: The player can claim and count the mentioned victory point only once even if more than one pattern is available on the board at the time of claim. An already claimed designed card cannot be claimed again for additional points.



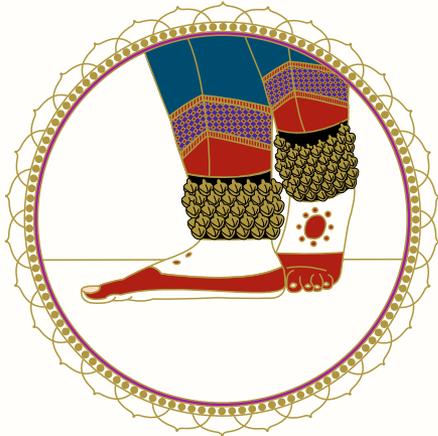
### AFTER THE TURN

The next player rolls the dice after one player’s actions are completed. The turn then continues in a clockwise direction.

### GAME END

The first player to collect 8 “Annas” (victory points) in total is declared the winner and the game comes to an end.

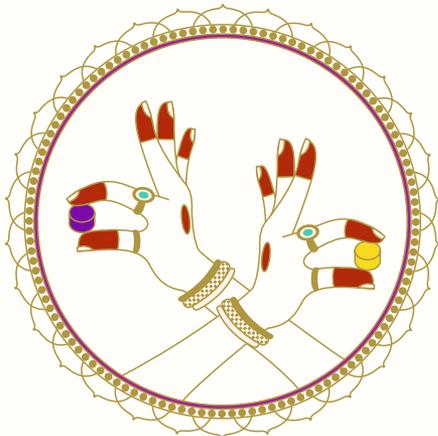
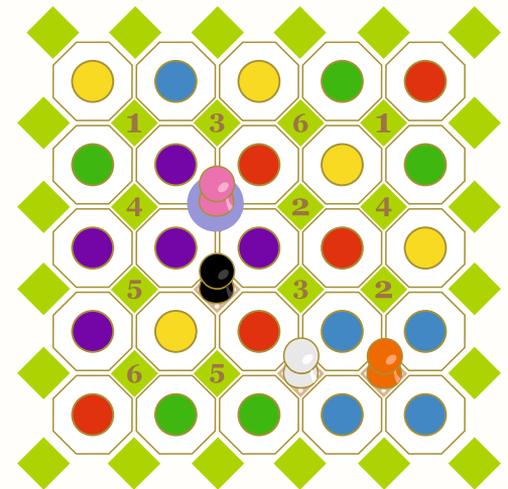
## ACTION CARD DESCRIPTIONS



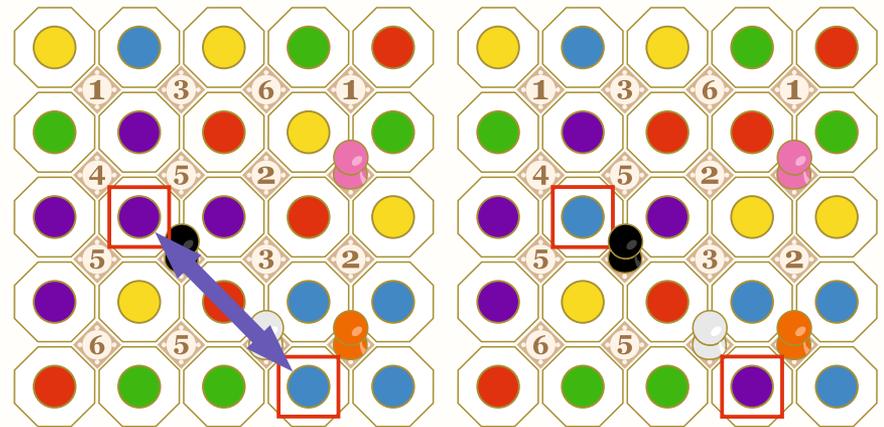
**Move:** This action card can be used only when a move action is not yet performed by the player during the turn. It replaces the move based on number die rolled.

A player may move the pin to any unoccupied square. (An unoccupied square is where another player's pin is not already placed)

E.g. Player playing the pink pin decides to play the "Move" card, then the pin may be moved to all possible squares that are highlighted.

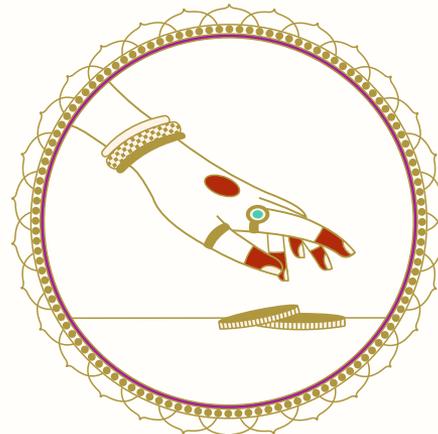


**Swap:** The player may swap any two yarns on the board.



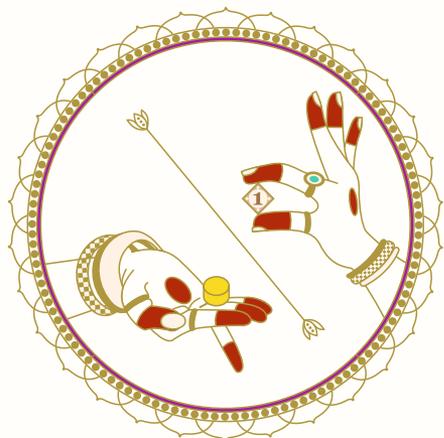
**Steal action card:** Choose an opponent and steal one action card from his/her hand

Note: Victory point card kept face-up cannot be stolen.



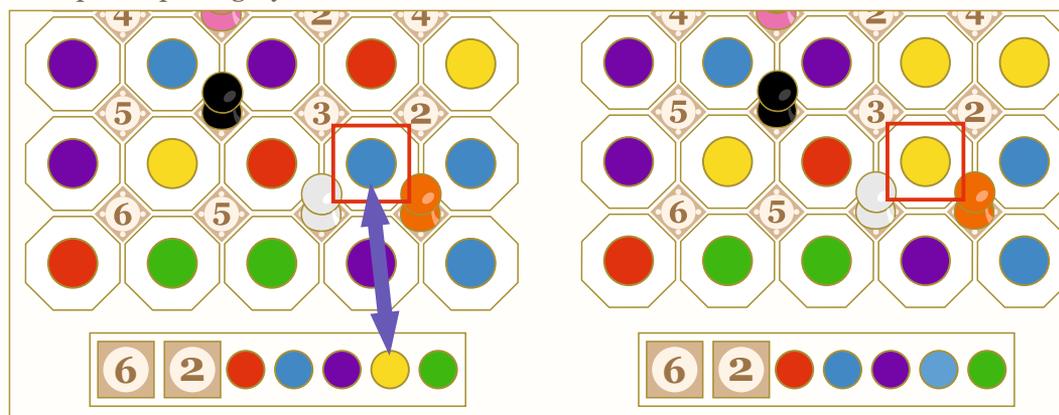
**Steal tokens:** Choose an opponent and steal a maximum of 2 tokens.

**Replace:** The player may replace either one of the yarns on the board with any of the 5 yarns in reserve (or) a number tile that is unoccupied with one of the two number tiles that are in reserve.

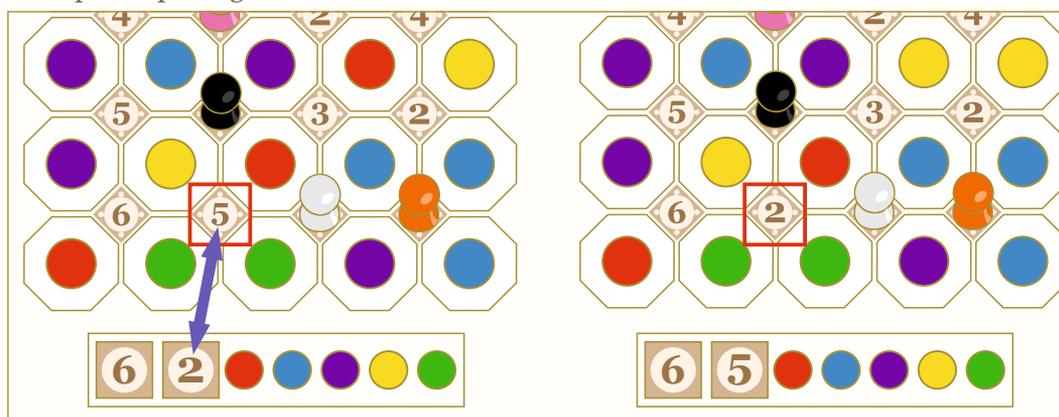


Note: Replacing a yarn or a number tile can be replaced, but not both.

Example: Replacing a yarn



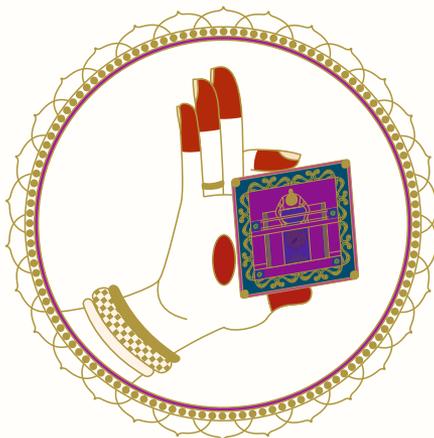
Example: Replacing a number tile



**Preset:** The player can preset the color of die to be rolled before his/her turn. Only the number die is rolled by the player when the preset card is played.

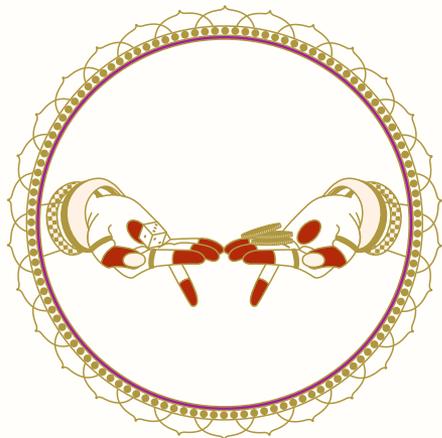


**Get design card:** The player gets a Design card from the stack.



**Collect 3 tokens:** The player gets 3 tokens from the reserve.





**Gain tokens:** The player calls out a number between 1 and 6, then rolls the number die. If the number rolled is equal to or higher than the number called out, then the player gains the called number of tokens.

If the number rolled is lower than the number called out, the player does not gain any token.



**Roll again:** The player can roll both dice again. This card must be played before any actions are performed during a turn.

Note: Preset action card cannot be played together with this action.



**Victory point:** The player gets 1 victory point.

This card must be revealed immediately. The player keeps the victory point card face up.



**Tax:** All other players who have tokens pay 1 token to the reserve.



## Credits



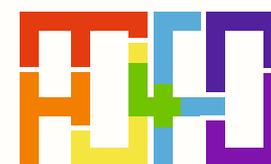
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