



two to four persons individually competing against each other but the most preferred number of players is three.

The components required to play this game are 64 small shells and two dice, small cubes with faces bearing one to six dark, usually indented spots. Each player should have a set of nine coins that are distinct from those of the other players. It is a complex game for beginners and spectators as one keeps playing. The game requires quick thinking and rapid execution. During the first round, each player can stack up two coins at a time as the base home. As they play on, one can stack up as many coins as possible at one's home (the start) provided the dice one throws gives out the home number. If one's throw produces a similar number to that of the other players, he can oust the existing coins and replace them with his own. The one who can stack up as many coins as he can and reaches the goal is the winner. It is also an amusing game because before a player rolls out or literally thumps down the dice, he shouts a line of words with the name of the numbers he requires. Sometimes a player says funny things to amuse the others. The actual charm of the game is in the verses calling for the required number to come.

This game is usually played indoors among friends to entertain themselves, but it is also a notorious gambling game and forbidden in public places.

2.2.7. Three and One Dice Game

Three and one dice game, or *suk para*, is also a type of a dice game played between two persons or more. There is only one dice with faces bearing one to six dark, usually indented spots. The players bet on only one and three, hence the name *suk para* (*suk* means three, *para* means one). One of the players rolls out the dice. If the dice shows one on the uppermost side, the players who put their stakes on three lose, and vice versa. If the dice shows the numbers of holes other than one and three, it is a tie whereby the dice is rolled out again until one of the two numbers appears.

The numeric terminologies for the dice games are different from the normal linguistic terms and are used only while playing the game.

2.2.8. Stone Game

Popularly known as *ek dupa*, the stone game is a very simple game played by teenage girls mostly in the eastern part of Bhutan. It requires only five small round shaped pebbles which can all fit inside the palm. Those days the girls used to play the game with their friends at home or out in the farms while their mothers were at work. Sometimes even young boys took interest in joining the girls to play.

The game is played at five levels, each bearing a distinctive name. In the first level, which is called *ek dupa*, the player holds all five stones in her palm and throws them upwards. She then turns the palm to face the ground, stretching out her fingers to let the pebbles land on the back of her hand. At least one pebble should remain on the back of her hand while falling from above. Then she attempts to pick up those which landed on the ground. She must throw the pebbles on the back of her hand up into the air and collect those on the ground with the same palm which she spreads out to allow those in the air to fall on her palm. This way all the pebbles should be in her palm after the second throw. The game can go on to *ek tripa* and so on.

The next level, *dhue dupa*, requires her to throw the stones on the ground and keep one clasped in between her index finger and the thumb. This time she has to pick up two stones at a time while the one in her hand is thrown in the air.

In the third level, *teen dupa*, the four stones are thrown on the ground. She has to pick up three stones together and after that pick the remaining one.

