INTRODUCTION

What is the game about?

This story is an excerpt from the great epic from Hindu mythology – *Mahabharat*. The legend says, long long ago, there was a kingdom named Hastinapur flourishing under the rule of a king named Vichitravirya. He gave birth to two sons, Dhritarashtra and Pandu. Dhritarashtra was blind from birth, so Pandu succeeded the throne of Hastinapur. Pandu had five sons, who became well known as *Panch (five) Pandavas*. In a very short period of time, the Pandavas gained mastery over scriptures, literature, philosophy and warfare. This brought immense jealousy to the *Kauravas*, the sons of Dhritarashtra. They always tried to injure the Pandavas in various ways and take the kingdom away.

- **The Game of Dice and Life in Exile**

There are tales within tales passed on from one generation to another about the bad blood between the cousins but what brings this short excerpt is a game of dice between them, in which Pandavas lose miserably against Kauravas. As part of the deal, Pandavas had to be in exile for a period of thirteen years. They had to leave the kingdom and spend an ordinary life inside the forest with their devoted wife Dhraupadi. According to the conditions of the game, Pandavas had to spend twelve years in the forest, and the thirteenth year incognito. At any point in the thirteenth year, if they were spotted by the spies (sent by Kauravas), they would be killed and never be able to get back to Hastinapur.
Thus twelve year period of exile was about to end. Pandavas decided to pass the last (thirteenth) year incognito, as decreed, in the capital city of the King Virata. For this purpose, lest they should be detected, Pandavas disguised themselves as follows: Yudhisthira -- As he was well versed with both the scriptures and skills of dice, rules and functioning of royal court, decided to serve the king as his adviser and priest. Bhima - His mighty and huge body required much food to satisfy his appetite. Therefore, Bhima decided to work in the Royal kitchen as the chief cook. Arjuna was good at dancing So he decided to teach dance and music to the princess as her personal coach. Nakul became the care-taker and guard to the royal horse stable as he was expert in the training and treatment of horses. Sahadeva was in charge of cow-sheds. Draupadi was appointed as the chief maid-servant to the queen.

Thus ended the exile of Pandavas. They could successfully fulfill all the conditions of banishment. Kauravas had no excuse now, but to offer Pandavas their due portion of kingdom. But greed and hatred ruled the heart of Kauravas. Their rule extended almost all over north India, a vast expanse of power and possession. War followed as a consequence, which has famously been remembered as the epic war of Mahabharat. Pandavas won the battle against Kauravas and took over the kingdom. They ruled the kingdom successfully for many many years to come! Now it is your time to pass the test to see if you can live up to the great Pandavas!

GAME DESCRIPTION

The “Incognito” board game is a cooperative board game about the life spent by Pandavas in the thirteenth year in exile. It is played by four players, each taking up the role of one of the Pandavas. The goal of each player is to reach the kingdom of Hastinapur, without being caught by spies sent by Kauravas (their cousins). At every step of the way, they also need to keep Dhraupati (Queen) safe from danger and take her with them to the kingdom. Players have to work together to achieve the goal, either winning or losing as a group, against the board. The board presents a map that the Pandavas need to cover in order to get to the kingdom by using their resources and planning their moves efficiently, so as to ensure that they don’t run out of resources in the middle of the forest or get caught by the spies that appear at random near them.

The story of Incognito about five brothers fighting against their cousins for the kingdom, demands a cooperative approach to game play, as opposed to competing against each other. So the game mechanics of the board game ‘Pandemic’ has been a major inspiration for this game.
GAME INSTRUCTIONS

THIS IS A COOPERATIVE GAME. 4 PLAYERS ARE REQUIRED TO PLAY THIS GAME. YOUR COLLECTIVE GOAL IS TO ENSURE THAT ALL PLAYERS AND THE QUEEN REACH THE KINGDOM.

HOW TO PLAY

YOUR TURN BEGINS BY ROLLING DICE. AT EVERY TURN, YOU CAN:

> MOVE YOURSELF/QUEEN TO ADJACENT NODE
> MAY KILL SPIES (MORE ON PLAYER'S ACTION CARDS)
> USE YOUR SPECIAL ABILITIES, IF ANY.

RESOURCE POINTS

> PLAYERS START WITH 100 FOOD, 50 ARMOR AND 100 REST POINTS
> EVERYTIME YOU MOVE, YOU CONSUME 10 REST POINTS.
> EVERYTIME YOU MOVE THE QUEEN, YOU CONSUME 10 FOOD POINTS.
> MOVE CLOSER (ADJACENT) TO QUEEN TO GET ADDITIONAL RESOURCE POINTS.
> GAIN MORE RESOURCE POINTS BY TRAVELLING TO SPECIFIC RESOURCE NODES.
SPECIAL ABILITIES

IF YOU ARE:

YUDHISHTIR, YOU ARE A MAN OF WISDOM. YOU CAN NEVER BE
CAUGHT BY SPIES, EVEN WHEN YOU ARE SURROUNDED BY THEM!

ARJUNA, YOU ARE AN ARCHER. YOU CAN KILL A SPY FROM ANY
NODE, AS LONG AS YOU ARE CLOSER TO THE SPY.

BHEEM, YOU DON’T HAVE ANY SPECIAL POWERS YET! YOU WILL
HAVE THEM IN THE NEXT VERSION. I PROMISE!

NAKUL, YOU ARE A PLANNER. YOU CAN PLAY ANY PLAYER IN
YOUR TURN, BY USING YOUR REST POINTS.

WIN/LOSE CONDITIONS

CAUTION!!! EVERYTIME A SPY IS KILLED, ONE OF THE THREAT
INDICATORS AT THE BOTTOM RIGHT CORNER LIGHT UP. WHEN
10 SUCH THREAT INDICATORS LIGHT UP, ALL PLAYERS WILL
LOSE THE GAME!!!

YOU WIN IF ALL PLAYERS AND THE QUEEN SUCCESSFULLY MAKE
IT TO THE KINGDOM, WITHOUTRUNNING OUT OF RESOURCE
POINTS OR LIGHTING UP ALL THREAT INDICATORS.!

YOU LOSE IF ALL THREAT INDICATORS LIGHT UP OR ANY ONE OF
PLAYERS (WITH THE EXCEPTION OF YUDHISHTIR) IS ENTIRELY
COVERED BY SPIES. YOU ALSO LOSE IF YOU LOSE RESOURCE POINTS
HALF WAY IN THE GAME!