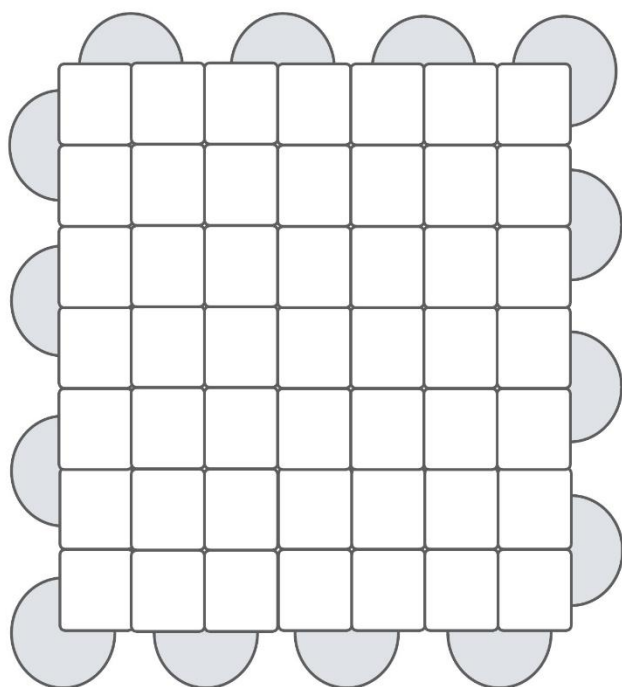
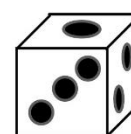
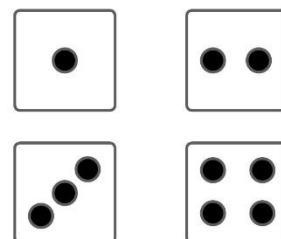


GAME COMPONENTS

7x7 Board **BOARD CLASS**



Dice **DICE CLASS**



A regular six-sided die with...

- **One** face showing 1,
- **Two** faces showing 2,
- **Two** faces showing 3,
- **One** face showing 4

Rugs **RUG CLASS**



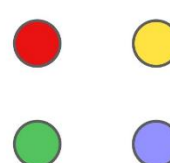
Different colors denotes different carpets of different players.

Each player starts the game with 15 rugs.

Minimum number of players: 2
Maximum number of players: 4

FIELD IN PLAYER CLASS

Dirham coins



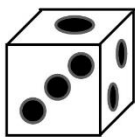
Different colors denotes different players.

Each player starts the game with 30 Dirham coins.

DETERMINING ORDER OF PLAYERS

Step 1:

Roll the dice one by one



**ROLL METHOD IN
DICE CLASS**

Step 2:

The person with the highest score goes first, the person with the second highest score second etc.

Step 3:

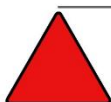
If two people have the same score, continue rolling the die until two different numbers are rolled.

Repeat until different numbers are rolled.

(Note: This is only for determining the order of two players with same number. For instance, if A rolled 3, B rolled 2, C and D both rolled 1, then C and D are required to do another round to determine who is third. Even if C or D rolled number larger than 3, they cannot start the game earlier than A and B.)

Merchant

MERCHANT CLASS



The top of the triangle denotes the direction the merchant is facing.

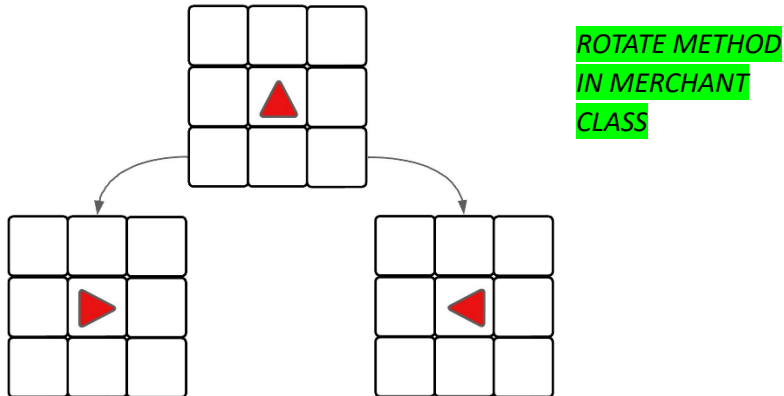
There will be a merchant at the center of the board.

Its starting direction is determined by the first player.

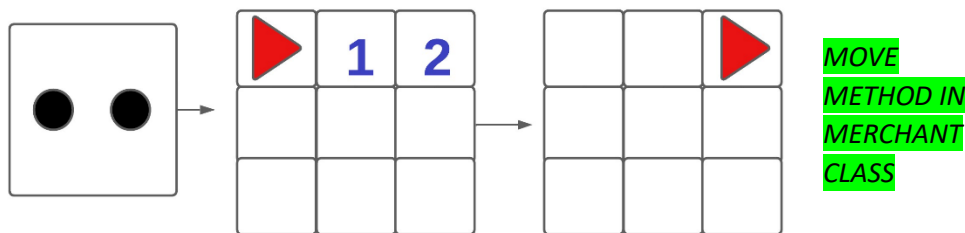
The colour of the merchant denotes the player's whose turn it is.

STEPS TO PLAYING THE GAME

Step 1: PLAYER DECIDES DIRECTION OF ASAM ROTATION 90 degree only or none.



Step 2: Player rolls dice and moves the merchant the number of places as shown on the dice (in the corresponding direction).



Step 3: PAYMENT DEPENDING ON THE RUG ON WHICH ASAM LANDS (refer to payment section for more details).

PAYMENT METHOD
IN PLAYER CLASS

Step 4: RUG PLACEMENT (refer to placement section for more details).

RUG PLACEMENT
METHOD IN RUG
CLASS

RETURN TO
FIRST
PLAYER
ONCE LAST
PLAYER
HAS DONE

CHECK PLAYER STATE IN MERCHANT CLASS

GAME STATES

Starting state:

30 Dirham coins each



COINS: 30	30	30	30
RUGS: 15	15	15	15

Running out of rugs:

The player is still in the game, but can no longer take part in the rounds.



COINS: 30	30	30	30
RUGS: 0	15	15	15

Red player runs out of rugs, can no longer move, waits for scoring at end.

OTHERS CONTINUE

Fail condition (out of game).

If the player runs out of coins, they are out of the game.



COINS: 0	30	30	30
RUGS: 15	15	15	15

Red can make no moves. All squares with red rugs treated as empty.

Red cannot receive money from other players.

END CONDITION



COINS: 30	30	30	30
RUGS: 0	0	0	0

ALL PLAYERS RUNNING
RUNING OUT OF RUGS

SCORING

CALCULATE SCORE IN PLAYER CLASS

Once all players have placed all their rugs:

1. Count the number of squares covered by each player's rug.
2. Add the number of coins to the number of rugs to calculate each player's score.

WINNING CONDITION 1: Highest score win



COINS: 40	40	35	5
RUGS: 10	15	10	5

YELLOW WINS

WINNING CONDITION 2: If two players have the same highest score, the player with the most coins wins.



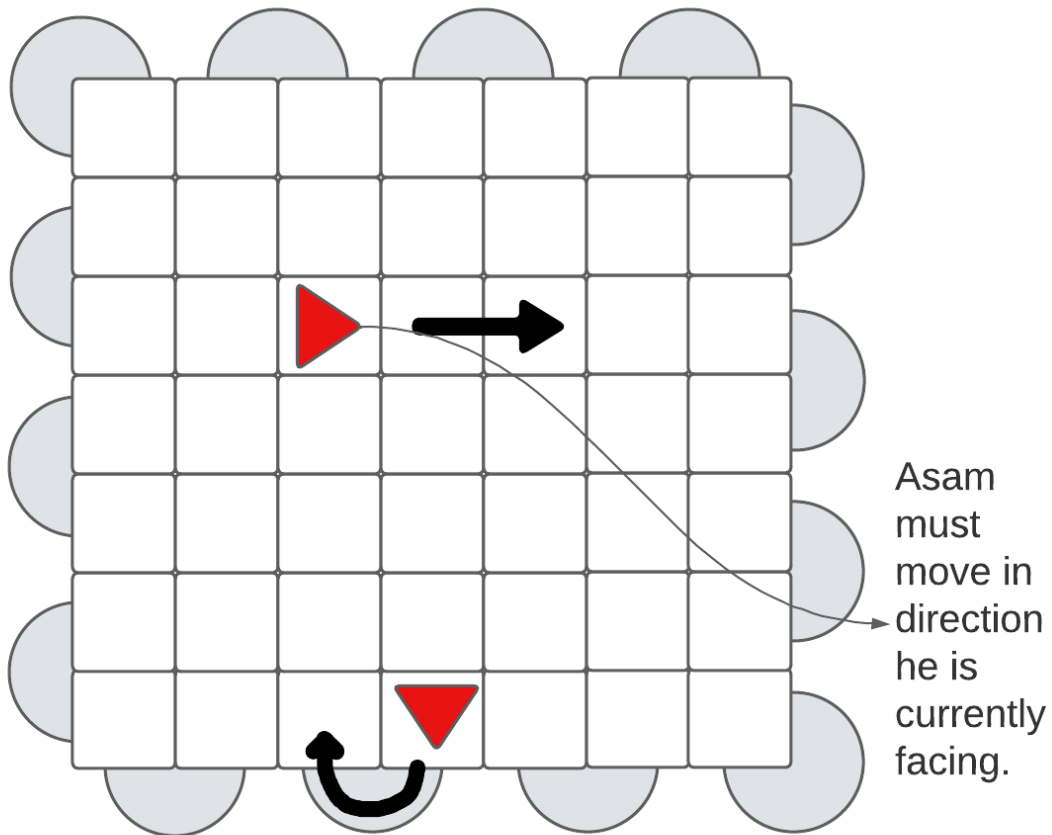
COINS: 30	35	35	20
RUGS: 10	5	5	5

Yellow and red same score, but yellow wins

NOTE: Three or more players same score = tie

MERCHANT MOVEMENT CONDITIONS

CONDITION
CHECKED IN THE
MERCHANT CLASS



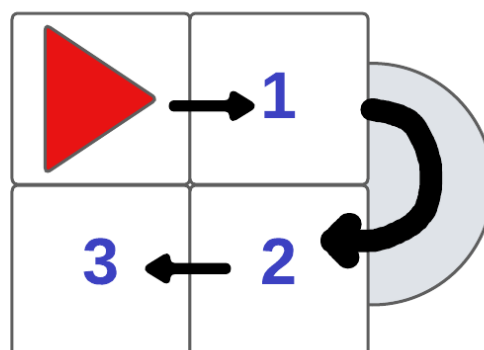
If Asam goes off the tracks, must follow defined circular tracks back onto the board.



Circular tracks do not count as a step.

Steps = Number of squares traversed.

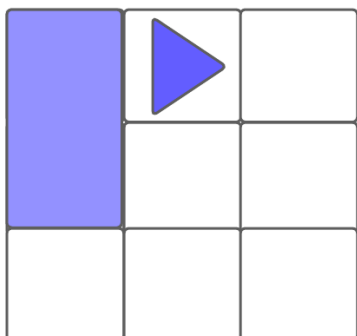
CONDITION
CHECKED IN THE
BOARD CLASS



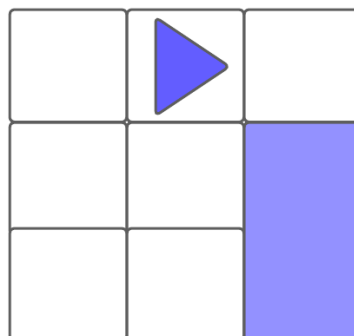
RUG PLACEMENT CONDITIONS

CONDITION
CHECKED IN THE
RUG CLASS

Rug must share an edge with Asam's square.



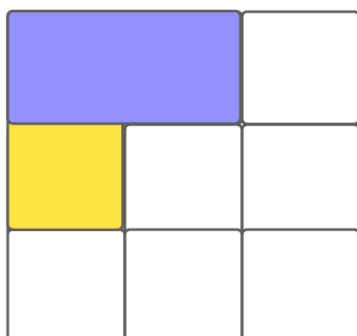
VALID



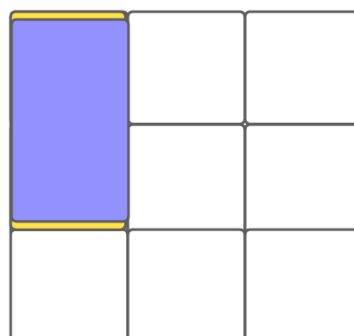
NOT VALID

NOTE: Rug cannot be placed under Asam.

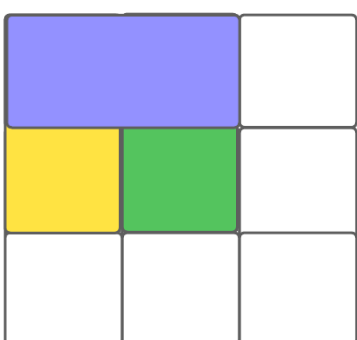
Rug can only cover one visible square of a rug already on the board.



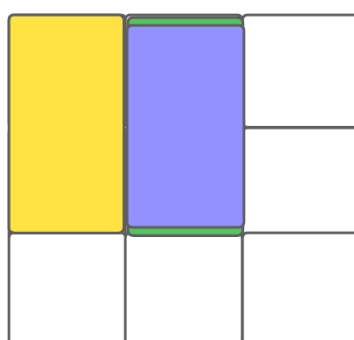
VALID



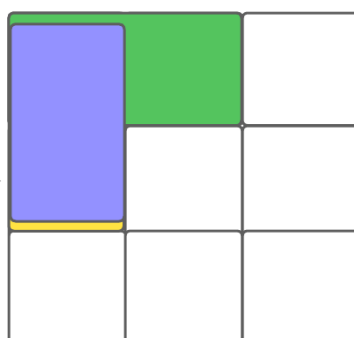
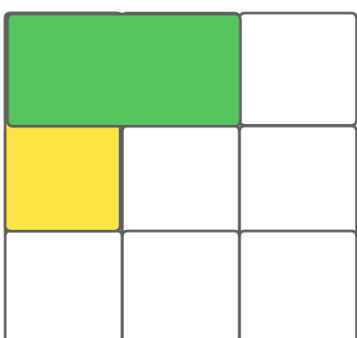
NOT VALID



VALID



NOT VALID



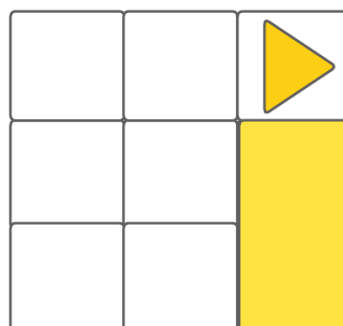
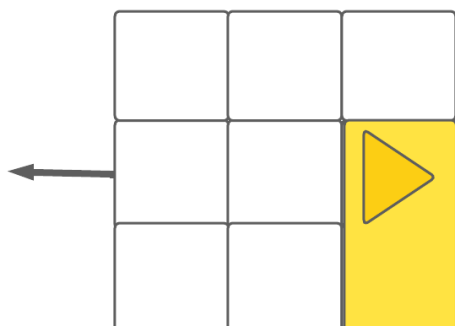
VALID

PAYMENT CONDITIONS

CONDITION
CHECKED IN THE
PLAYER AND
MERCHANT CLASS

If Asam lands on an empty square or a rug of a player whose turn it is, no payment is required.

YELLOW
PLAYER'S
TURN - NO
PAYMENT



LAND ON
EMPTY
SQUARE - NO
PAYMENT
REQUIRED

If Asam lands on the rug of another player, the player's whose turn it is must pay the amount corresponding to the number of connected rugs of the other player.

CONNECTED = SHARING AN EDGE

Yellow player's turn...

