

A Walk with GURU NANAK

Thukral and Tagra

x The Kalgidhar Trust, Baru Sahib

Gameplay

To take a walk with Guru Nanak and learn from his teachings through the 2 games, 'A walk with Guru Nanak' (board game) and 'Nanak's Vision' (card game) Players: 4 Duration: 20+ mins

Rules

1. Players to be seated along the 4 sides of the board game.

2. Begin the game by placing the 4 pegs on the milestone 01.

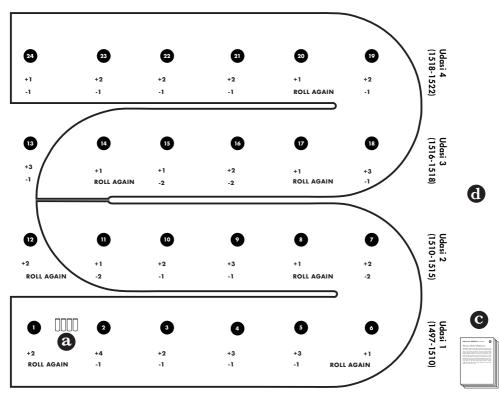
3. Roll the dice.

4. A player moves forward if it is a BOON.

5. A player moves backward / Roll again if it is a BANE.

6. Follow the instructions written next to the milestone you land on.

7. Play till the last milestone to seek blessings from all the UDASIS given by Guru Nanak Dev Ji.



A Walk with **GURU NANAK**

Nanak's Vision

A player can read the information about the marked milestones from the game 'Nanak's Vision' using the instructions as mentioned in deck's cover.

Nanak's Vision Card Deck

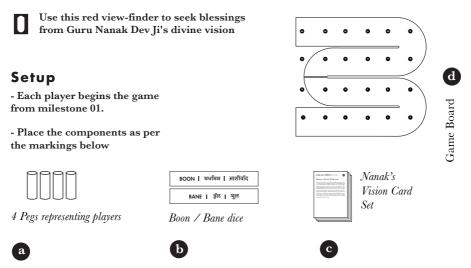




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Instructions



NOTE*

The notations on the dice are in 3 languages - English, Hindi and Punjabi
24 milestones are synonymous with the locations like Bidar, Sialkot,
Somnath (cities/countries) etc. that Baba Nanak had visited.
4 Udasis (4 phases) are divided into 6 Sakhis each.

MATERIAL & CARE

- There is no plastic used in the making of the game board. - All material/s are handcrafted, paper-wood based and eco-friendly. - Use a dry cloth to be wipe the game board.

Thukral & Tagra explore the idea of 'play' from a cultural, strategic, and psychological perspective, with the project called A Walk with Guru Nanak.

Aim

To commemorate Guru Nanak's 550th birth anniversary, Thukral and Tagra in collaboration with The Kalgidhar Trust, Baru Sahib brings to you an interactive, informative, and insightful Games for individuals of all age groups.

Guru Nanak Dev Ji over the period of 24 years had embarked on four spiritual journeys to deliver the message of peace, love, and compassion to humanity with his companion, Bhai Mardana. The aim of his sacred mission was to educate the masses residing in all four directions of the Indian Subcontinent and othercountries. He traveled far to restore humanity in the midst of expanding ignorance and worldly attachments.

These games were played as a 40 x 40 ft installation, first at Gurdwara Rakab Ganj Sahib, New Delhi, and second at Anandpur Sahib, Punjab in 2020 where the visitors played the games in teams or as individuals.

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Sakhis: historical narratives/ stories/ tales about moral lessons and principles by Gurus.

Udasis: travels and divine journey by Guru Nanak **The Kalgidhar Society** – Baru Sahib is a non-profit charitable organization focussed on providing quality education to fight against the alarming rise in drugs and alcohol abuse. With equal stress on Healthcare, Women Empowerment, and Social Welfare, the organization has been instrumental in the socio-economic uplift of the poor in the far-flung rural areas of North India.

*Donate

We would highly appreciate if you can donate a token amount to The Kalgidhar Society that works for the welfare of the underprivileged through education, health, and value-based education in North India. <u>barusahib.org</u>

Disclaimer:

Both the games have been prepared for the sole intention of educational purposes. These excerpts about Guru Nanak Dev Ji's spiritual journey (UDASIS) have been taken from the book 'Sikh Faith- An Epitome of Inter-faith for Divine Realisation' written by Baba Iqbal Singh Ji and published by The Kalgidhar Trust, Baru Sahib, and various other resources. Guru Ji's messages to mankind have been humbly translated into an illustrated format with an artistic point of view. We do not intend to hurt the sentiments of any individual, community, sect or religion.

