EDUCATION
Knowledge Values & Skills

LIVING STANDARD
Level of Material Comfort

GOOD GOVERNANCE
Political Participation, Govt. Performance, Fundamental Rights

ENVIRONMENT
Eco Friendly Behaviour & Neighbourhood Conditions

TIME
Harmonious Work Life Balance

CULTURE
Festivals, Norms & Creative Arts

COMMUNITY
Safety, Family & Social Cohesion

SPIN THE WHEEL

HEALTH
Daily Activities without Undue Fatigue & Physical Stress

PSYCHOLOGICAL WELL-BEING
Emotional and Social Harmony

draw a card

remove an indulgent cone

remove an abstinent or indulgent cone

ROLLPA
A Quest for Happiness

RULE BOOK

ROLLPA
A Quest for Happiness

Domain Square

1 GAME BOARD

Players move their Icons to Identify the Player's Domain on their turn.

4 ICONS

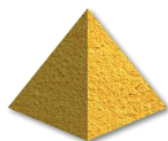Player Pieces to Identify a Player.

108 MERITS

4 different colors, collected after Hosting an Event.

9 DOMAINS (4 Sets)

Front: Used to place the 4 Merits for a Domain and Cones (if any). Back: Used to place the Gold Pyramid or a Cone.

PSYCHOLOGICAL WELL-BEING
EDUCATION
ENVIRONMENT
COMMUNITY
TIME

LIVING STANDARD
HEALTH
GOOD GOVERNANCE
CULTURE

9 PYRAMIDS

Received when you win a Domain.

64 PILLARS

4 different colors, used to Pay for Hosting an Event.

27 CONES

To display receiving a Set-back Card in a Domain.

1 SPINNER

Used only after successfully completing a Rollpa Event Card or when stated on the Game board.
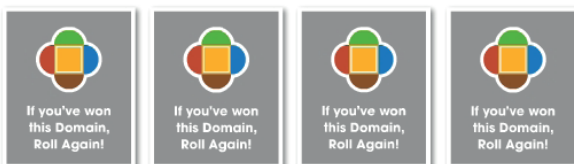
1 6-SIDED DICE

Used to notify the number of Domain Square(s) the Player can move their Icon on the Gameboard.

60 ROLLPA CARDS

JUNE 5
World Environment Day
Ensure the lasting protection of the planet and its natural resources.

Pay

Pick 1 Merit!

Pay 1 less pillar for every Gold Pyramid you won

Receive a Cone for Indulgence

e a Cone stinence

40 Event cards - Displays a UN Day Theme, Required Number of Pillars to Pay and the available Merit(s).

20 Set-back cards - 10 Monkey cards & 10 Elephant Cards

16 TILES

If you've won this Domain, Roll Again!

If you've won this Domain, Roll Again!

If you've won this Domain, Roll Again!

If you've won this Domain, Roll Again!

To place on the Game Board Squares when you win a Gold Pyramid.

I.   Goal of the Game

Win the most number of Pyramids.

Win a Pyramid when you get 4 different Merits on a Domain, and have no Cones on that Domain.

Get Merits by paying for 'Rollpa Event Cards' and a chance to 'Spin the Wheel'.

Receive Cones when you draw Rollpa Set-back Cards. You can remove a Cone by spinning the Wheel for a 'Lasso' or 'Goad'.
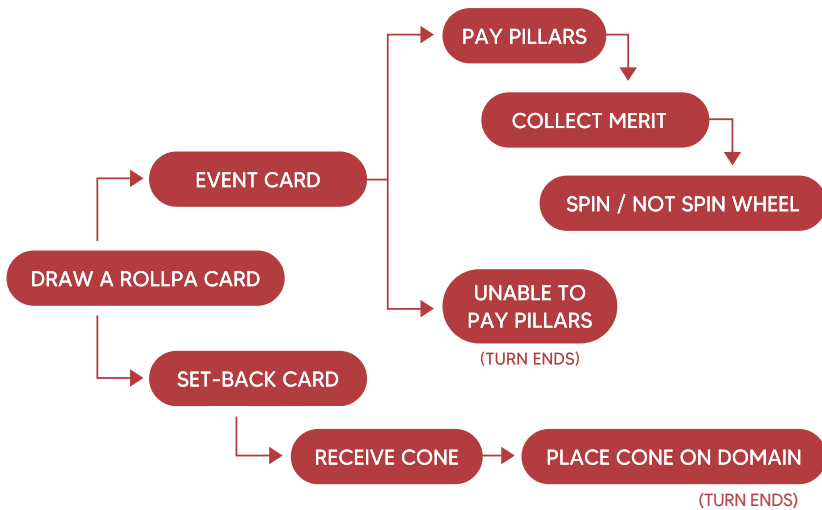
II.   Game Setup

1. Lay the Gameboard; shuffle and place the Rollpa cards on the red deck. Use the orange deck for used Rollpa cards.

2. Place the Spinner on the Gameboard's Wheel.

3. Every player receives 4 Pillars (one of each color)

4. Each player places their set of 9 Domains in front of them. Make sure there is enough space for each player to display all 9 Domains in front of them.

5. Player with the highest roll on the dice gets to choose their Icon first and also start the game

6. Place your Icon on your Corner Square to start the game.

III.   A Player's Turn - Part A

ROLL DICE	→	MOVE ICON	→	COLLECT PILLARS

DRAW A ROLLPA CARD	NOT DRAW A ROLLPA CARD
	(TURN ENDS)
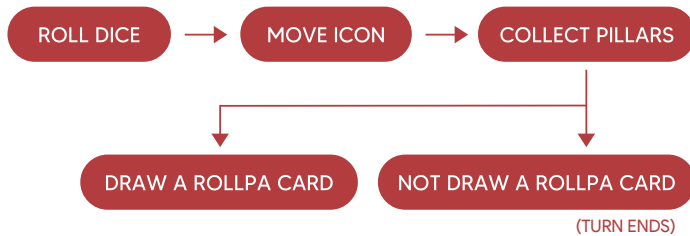
1. Roll the dice and move the Icon along the Gameboard in a clockwise or counterclockwise direction.
   The Domain Square the Icon lands on, will be the Domain you will be playing for in that turn.

2. Collect the 2 Pillars as indicated on the Domain Square.

   - You can have a <u>maximum of 4 Pillars of each color</u>, at the start of your turn.

   - Use Pillars to pay for a Rollpa Event (card) to receive a Merit.

3. After you collect the Pillars, you have the choice to either draw or not draw a Rollpa card.

4. If you choose to not draw a Rollpa card, your turn ends.

IV. A Player's Turn - Part B

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                                    ┌──────────────────┐
                                    │   PAY PILLARS    │
                                    └──────────────────┘
                                              │
                                    ┌──────────────────┐
                                    │  COLLECT MERIT   │
                                    └──────────────────┘
                                              │
     ┌──────────────────┐           ┌──────────────────────────┐
     │   EVENT CARD     │           │ SPIN / NOT SPIN WHEEL    │
     └──────────────────┘           └──────────────────────────┘
               │
┌───────────────────────┐          ┌──────────────────┐
│ DRAW A ROLLPA CARD    │          │   UNABLE TO      │
└───────────────────────┘          │  PAY PILLARS     │
               │                    └──────────────────┘
                                       (TURN ENDS)
     ┌──────────────────┐
     │  SET-BACK CARD   │
     └──────────────────┘
               │
     ┌──────────────────┐    ┌──────────────────────────┐
     │  RECEIVE CONE    │    │ PLACE CONE ON DOMAIN     │
     └──────────────────┘    └──────────────────────────┘
                                       (TURN ENDS)
```

1. When you choose to draw a Rollpa card, you can *successfully* *execute* a Rollpa Event card by:

• a. Paying the required number of Pillars as shown on the Rollpa Event card to receive a Merit. Place the Merit on the Domain corresponding to the Domain Square your Icon landed on.

• b. When you draw a Rollpa Set-back card - Place a Cone on the Domain's Elephant, if it's an Elephant card. Place a Cone on the Domain's Monkey, if it's a Monkey card.

2. You can choose to Spin or not spin the Wheel after you *successfully* complete a Rollpa Event Card.

V.   A Player's Turn - Part C

Spin the wheel to:
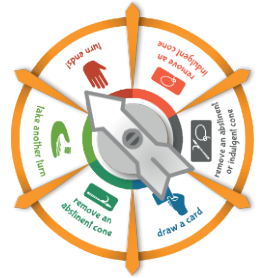
Take another turn - You roll the dice and take another turn.

Draw a card - You draw a Rollpa card from the deck. (If you are unable to execute the Rollpa card, your turn ends)

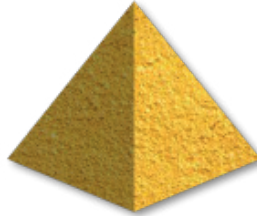**Lasso** - Remove a cone from the Indulgent Monkey, on any Domain

Goad - Remove a cone from the Abstinent Elephant, on any Domain.

Lasso or Goad - Remove a Cone from the Indulgent Monkey or the Abstinent Elephant, on any Domain.

Turn Ends - Your turn ends here.

VI.   How to Win a Domain's Pyramid

Get all four Merits (1 green, 1 blue, 1 red and 1 brown) on a Domain, to win that particular Domain's Pyramid. You must not have any Cones on that Domain to win it.

- Flip the Domain over and place a Pyramid on the Emblem when you win the Domain. That particular Domain is now closed for all players. The other players must also flip their Domain over.

(E.g. If you win the Culture Domain, all other players must also flip over their Culture Domain. This shows the Culture Domain is complete)

- Place Tiles over the 2 Domain Squares on the Gameboard corresponding to the Domain won.

VII.   Receiving Cones

When you draw a Rollpa Set-back card, you receive a Cone. The Cone is then placed on the Domain corresponding to the Domain Square your Icon is on.

If you have 1 Cone on either the monkey or the elephant, on a Domain:

>   - You must remove the Cone to win that Domain.

If you accumulate 1 Cone on the monkey and 1 Cone on the elephant, on a Domain:

>   - You cannot draw Rollpa Cards and place Merits on that Domain till you remove a Cone.

If you accumulate 2 Cones on the monkey or the elephant, on a Domain:

>   - That Domain is now closed for you.

>   - Flip the closed Domain over. Place a Cone on the monkey or the elephant depending on which character accumulated the 2 Cones.

VIII. Removing a Cone

You can remove a Cone by *spinning* the Wheel for a;

- **'Lasso'** to remove a Cone from a Domain's Indulgent Monkey. or

- **'Goad'** to remove a Cone from a Domain's Abstinent Elephant.

IX. Landing on a Corner Square
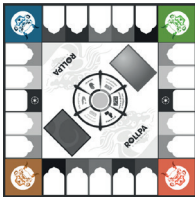
When you land on any of the four Corner Squares, you receive a Merit of the same color. Place that Merit on any of your Domain.

- You cannot place the Merit on a Domain which has a Cone on the Monkey and a Cone on the Elephant.

X. Landing on 'Spin the Wheel' Square and Drawing a Rollpa card

When you land on the 'Spin the Wheel' Square on the game-board, you must spin the wheel. If the Spinner lands on 'Draw a Card', you then draw a Rollpa card.

- On paying for a Rollpa Event Card and receiving a Merit. Place that Merit on any of your Domain(s). If you are unable to complete the Event card, your turn ends here.

- If you draw a Setback Card and receive a Cone, the player opposite to you decides which Domain to place the Cone on.

XI. Landing on a Domain Square covered by a Tile.
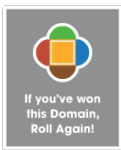
When you land on a Domain Square covered by a Tile, your turn ends here. But if you have won the Pyramid for that Domain, you may roll the dice again.

1. When there are no Rollpa Cards to draw:

    Shuffle the Cards from the Orange deck and place facedown on the Red deck to continue.

2. You always get the choice to Spin the Wheel, if you successfully complete a Rollpa Event Card.

3. Return the Pillars you pay to host the Rollpa Event Cards from where you collect them.

4. Place the Rollpa Cards drawn and after reading faceup on the orange deck.

5. If a player's Domain is closed and lands on the corresponding Domain Square, the player cannot collect Pillars that turn. Player turn ends here.

Glossary

Academic: an endless thirst for only abstract and theoretical knowledge.

Apathetic: feeling no sense of pride and inclusion in a national identity.

Anti-Social: the unusual desire to only be alone; averse to the company of people in general.

Bigot: prejudices against people outside the community or having a different belief.

Cynic: an infection of un-appreciation of everything and everyone.

Eco-Terrorist: causing destruction and harm towards people on the pretext of saving the environment.

Escapist: disregarding time and responsibility.

Fanatic: extreme and unreasonable bias to blindly back the Government.

Ignorant: an aversion and distrust for learning and expertise.

Lavish: overly generous with money and material things.

Materialist: insatiable plundering of the earth.

Miser: acquiring & hoarding excessive amounts of money and possession.

Narcissist: an unnatural wish for power and control.

Negligent: a lazy lifestyle made worse by poor knowledge of healthy living.

Obsessive: a lifestyle of an ultra-cautious finicky diet and extremely rigorous physical training.

Timid: lacking courage and confidence. Never asserting views and opinions even when it is most necessary.

Workaholic: using every bit of spare time for work and profit; even borrowing from time meant for family and oneself.

Zealot: maintaining the cultural status-quo with romantic absolutism; stifling progressive expression.