



# DHARAHARA

## INSTRUCTIONS

### A BRIEF HISTORY OF DHARAHARA

Dharahara was constructed during the reign of King Rajendra Bikram Shah of Nepal in 1832. It was built by the Prime Minister, Bhimsen Thapa, for his niece, Queen Lalit Trip-ura Sundari. Dharahara is actually the second tower built by Bhimsen Thapa. The original Bhimsen Tower was constructed in 1824 and stood 11 stories high, which was 2 stories taller than Dharahara. Dharahara's construction became one of the most iconic landmarks of Nepal and symbolized the country's rich architectural and cultural heritage.

During the earthquake of 1834, both towers survived, but the first Dharahara suffered severe damage and was completely destroyed in the 1934 earthquake. The nine-story Dharahara was also damaged, with only two stories remaining, which were later reno-vated by Juddha Shumsher and Janga Bahadur Rana. Since then, the only tower built by Bhimsen Thapa remained, known as the present-day Dharahara. The tower is also referred to as Bhimsen Sthamba or Bhimsen Tower.

The tower was an architectural marvel and stood at a height of



61.88 meters (203 feet) with nine stories. It featured a blend of Mughal and European architectural styles and was constructed using brick and timber. The tower had a spiral staircase comprising 213 steps leading to an observation platform on the 8th floor, offering breathtaking views of the Kathmandu Valley and the surrounding Himalayan mountains.

On April 25, 2015, a 7.8 magnitude earthquake struck Nepal, causing extensive dam-age to buildings and cultural monuments throughout the country, including Dhara-hara. Tragically, the earthquake led to the collapse of the tower, resulting in the loss of many lives. The Nepalese government initiated a reconstruction project with the goal of restoring the historic tower to its former glory.

After the collapse of Dharahara in 2015, the new Dharahara was inaugurated on April 24, 2021, six years after the collapse. The new Dharahara closely resembles the old one but is equipped with modern amenities. It stands 72 meters high (236 feet) and has 22 stories. It features a garden, a museum, a fountain, and two lifts to enhance accessibil-ity. The new Dharahara also includes a mini-exhibition theatre on the 18th floor, a mint museum, a 'Green Park,' a musical fountain, a vehicle parking area, a souvenir shop, and a food court, among other attractions. However, as of now, the new Dharahara is not open to the public.

At Alchi, we believe that culture is a bridge that connects people, fostering understanding, respect, and unity in our diverse world. Our mission is to promote cultural appreciation and awareness through engaging and immersive board games. We strive to create interactive experiences that celebrate the richness and beauty of various cultures, encouraging players to learn, connect, and celebrate our global heritage. We are dedicated to the belief that games have the power to bring families and communities together. Our vision includes providing an opportunity for families to gather around our games, sparking meaningful conversations, laughter, and shared memories. Through our creations, we aim to inspire a sense of curiosity, empathy, and a deeper understanding of the world's cultural tapestry, ultimately fostering a more inclusive and harmonious society.



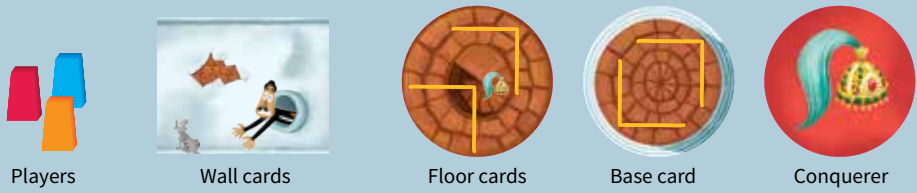
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THE GOAL OF THE GAME IS TO BE THE PLAYER ON THE TOP FLOOR BEFORE THE DHARAHARA COLLAPSES.

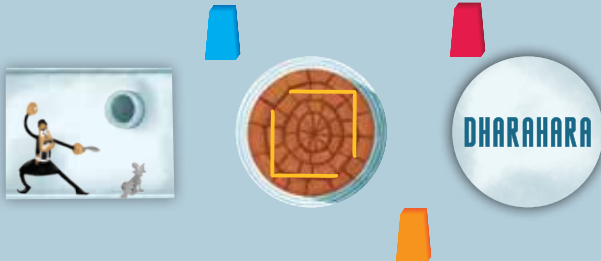
GAME COMPONENTS

- 3 players
- 20 floor cards
- 30 wall cards
- 1 conquer card
- 1 base card



GAME SETUP

1. Shuffle the floor cards and deal three cards to each player. Place the rest face down in the draw pile.
2. Fold the wall cards and place them on the table in a draw pile.
3. Place the base card in the middle on the table of all players.



BATTLE RULES

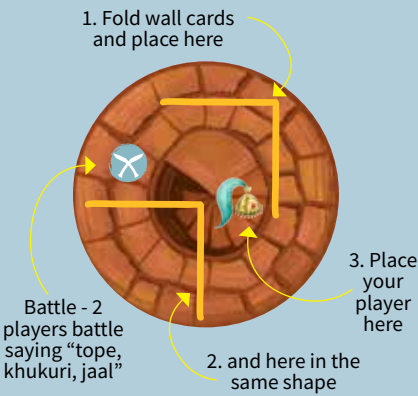
Decide the first player by battling Tope, Khukuri, Jaal (similar to rock, paper, scissors)

Players say  
“Tope, Khukuri, Jaal”  
and determine the person  
to start the game

Tope wins Khukuri  
Khukuri wins Jaal  
Jaal wins Tope



Your turn consists of



GAME PLAY

Begin play by distributing 3 floor cards to each player. Play proceeds in a clockwise direction.

1. Player starts by laying any wall card from the pile on the base card following the position of the yellow marker. Follow by adding a floor card from their hand on the wall they just built.
2. Move your player 1 floor up by placing your player in the spot indicated by the crown. Follow the task of the floor card if any. If the card carries a battle symbol then 2 players need to battle saying “tope, khukuri, jaal.”
3. The next player follows. Players climb higher one floor at a time. It is ok for two or more players to be on the same floor.

