

Krishna Kidnaps Rukmini



For this game at least eight players are needed. Two of them are chosen to be Krishna and Rukmini by reciting one Hare Krishna mantra. Six (or more) players join hands and form a circle. They are the princes seeking to marry Rukmini, who stands in the center of the circle.

While she waits to be rescued by Krishna, Rukmini sings bhajans or children's songs in praise of Krishna. Krishna stands outside the circle and tries to break through to kidnap Rukmini. The princes try to keep Him out by raising and lowering their arms. If Krishna breaks through and kidnaps Rukmini, Rukmini chooses any other player to replace her in the center, and she gets to play Krishna.