

# The Deliverance Of Aniruddha



A spot is chosen to be Banasura's palace where Aniruddha is kept prisoner. By reciting one Hare Krishna mantra a child is chosen to be Banasura guarding his fort.

All the other children are Krishna's warriors trying to enter Banasura's fortress to deliver Aniruddha. Banasura stands in his palace, closes his eyes, and counts to 100. Meanwhile, all the children hide. Then, hiding behind trees and bushes, they try to approach the palace silently without being caught by Banasura.

As soon as Banasura sees a player, he tries to catch him before the player can enter his palace. If a warrior gets to enter the palace, he stays there and chants loudly to encourage the others. If he is tagged by Banasura, he is out of the game. The game is over when all the warriors are either in the palace or out of the game.